



QUESTIONS?

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The **MLB™ Showdown™ 2004** sports card game has 3 levels of rules. Start by following the basic rules setup on page 3 and using the pitch and swing rules on the Quick-Play Guide (playmat). After you play a few basic games, you can learn the advanced and expert rules. The advanced rules are intended to provide the most bang for the buck by introducing things like baserunning and fielding, whereas the expert rules flesh the game out even more and add in strategy cards. You may want to hold off using the expert rules until you're comfortable with the advanced game. The team construction section explains how to create a standard team and batting order.

WHAT'S NEW?

Some changes have been made to the 2004 **MLB™ Showdown** rulebook to improve game play. Here are the highlights:

- **New Chart Results—** For 2004, the player and strategy cards were redesigned. Part of the redesign included changing the chart results to look more like a baseball scorecard. In all cases, the old chart results and the new ones work the same way for playing the game and **are completely interchangeable**. In case there is any confusion about how the old results have changed, see the sidebar of the new and old results.

New Chart		Old Chart
PU	=	Out(PU)
SO	=	Out(SO)
GB	=	Out(GB)
FB	=	Out(FB)
BB	=	Walk
1B	=	Single
1B+	=	Single+
2B	=	Double
3B	=	Triple
HR	=	Homer

- **Player Special Ability Icons—**The icons on the 2004 player cards were given a fresh, new look. The letters within the icons are the same, however, so if you have any strategy cards from last year that reference the icons, you can still use them. In all cases, the old icons and the new icons are **completely interchangeable**.
- **Single+ rules modification—**A single+ (1B+) is a single that gives the batter a chance to go to second on a steal automatically if second base is open. To execute a single+, do everything you would normally do on a single result. Immediately before the next pitch, the previous player who got the single+ result steals second base without a throw.
- **Team rosters now have 25 players**, and emergency players have been removed.
- **Sacrifice bunts—**There is now a chance that a sacrifice bunt will fail.
- If any of these changes aren't clear, please feel free to contact Wizards customer service at 1-800-324-6496 or custserv@wizards.com.

BASIC GAME SETUP

Here are the rules for setting up a basic game. Once you set up your players, look at the Quick-Play Guide to learn how to roll for the pitch and the swing.

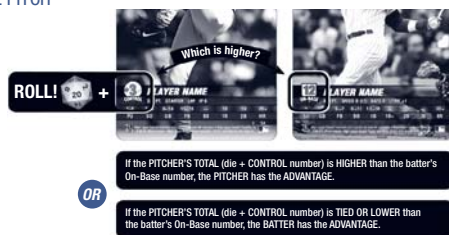
BASIC SETUP

Follow each step before starting the game.

1. To play the basic game, you will need the 2 team decks, a 20-sided die, and a pencil and piece of paper to keep score. You don't need the extra strategy cards yet. Those cards are used with the expert game rules to add complexity to the game (see p. 15). Unfold the Quick-Play Guide and lay it out on a flat surface.
2. Each manager chooses a team. Pick the home team randomly. That team will bat last each inning.
3. Go through your team and find your pitchers. Some pitchers list their position as "Starter." Choose 1 of them to be this game's starting pitcher and put the rest face up in the box marked "Bullpen." Every pitcher has a Control stat in the baseball-shaped circle at the bottom of his card above the word "Control." You'll use that number for your pitch rolls.

- Go through the rest of your players and choose a starting team, including a designated hitter from your extra hitter cards. You should be able to fill every position in the field (C, 1B, 2B, 3B, SS, RF, LF, and CF) with the players in the team decks. To find a player's position, look at the stats at the bottom of his card.
- Place your batters in the Batting Order boxes marked "1" through "9" on the Quick-Play Guide in any order. Put the rest of your players and the other cards aside. For now, don't worry about setting your lineup. You'll learn more about the overall strategy of making lineups in the Team Construction section of the rulebook.
- The home manager puts his or her starting pitcher (chosen in step 3) on the mound. The visiting manager's team bats first. The visiting manager moves his or her first batter to the plate. Now you're ready to start a game. Go back to the rules on the Quick-Play Guide to learn how to roll for the pitch and the swing. (The rules are also shown below.)

THE PITCH



ROLL! 20

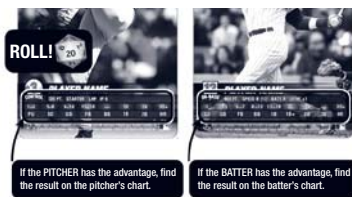
Which is higher?

OR

If the PITCHER'S TOTAL (die + CONTROL number) is HIGHER than the batter's On-Base number, the PITCHER has the ADVANTAGE.

If the PITCHER'S TOTAL (die + CONTROL number) is TIED OR LOWER than the batter's On-Base number, the BATTER has the ADVANTAGE.

THE SWING



ROLL! 20

If the PITCHER has the advantage, find the result on the pitcher's chart.

If the BATTER has the advantage, find the result on the batter's chart.

SWING-RESULT CHART

- BB** The batter goes on first. If you already had a runner on first, this forces him to second. If you had a runner on second, this forces him to third. If you also had a runner on third, he scores.
- 1B** Every runner advances 1 base and the batter goes to first. In the advanced and expert games, runners can attempt to take an extra base.
- 1B+** This is a single that gives the batter a chance to go to second on a steal automatically if second base is open. To execute a 1B+, do everything you would normally do on a 1B result. Before the next pitch, the previous player who got the 1B+ result steals second base without a throw.
- 2B** Every runner advances 2 bases and the batter goes on second. In the advanced and expert games, runners can attempt to take an extra base.
- 3B** Every runner scores and the batter goes to third.
- HR** Every runner scores and so does the batter.
- PU** When a batter gets a pop-up out, he's out. Runners stay where they are.
- SO** When a batter strikes out, he's out. Runners stay where they are.
- GB** When a batter gets a ground ball out, he's out. Runners stay where they are. In the advanced and expert games, if a batter gets a GB with a runner on first, the defense gets to make a double-play attempt. A runner on third scores, and a runner on second advances to third.
- FB** When a batter gets a fly ball out, he's out. Runners stay where they are in the basic game. In the advanced and expert games, a runner can attempt to take an extra base from third to home, or from second to third if it's open.

LEARNING THE ADVANCED GAME

ADVANCED GAME SETUP

Includes how to use a starting rotation.

Before you start playing with a new opponent, go through the following steps. If you're playing in a league or tournament, there might be special rules telling you who the home team is, where you are in the rotation, or whether you're playing with a designated hitter.

1. See who the home team is. If you weren't given rules for this, roll to see which manager's team is the home team.
2. See where you are in your rotation. If you weren't given rules for this, the home team rolls a die. On a 1–5, both teams' first starters pitch. On a 6–10, the second starters pitch. On an 11–15, the third starters pitch, and on a 16–20, the fourth starters pitch.
3. See whether you're playing by AL™ rules or NL™ rules, which determines whether both teams get a designated hitter. If you weren't given rules for this, use the rules the home team prefers.
4. Now that you know who the home team is and where you are in your rotations, both of you can change your starting lineups.
5. Tell your opponent what your starting lineup is. Make sure your opponent's lineup fills all the positions in the field.
6. Start the game.

ADVANCED RULES

The advanced rules add an additional level of realism to managing your team, without getting slowed down by the details. Once you've become familiar with these rules, you should try adding the expert rules, which add even more realism to what's happening on the field, and the strategy cards, which give you more control over the game results.

PLAYER POSITIONS

Includes how to fill the positions, what a position of “—” means, and what OF and IF mean.

Positions

CA: catcher	SS: Shortstop
1B: First Base	LF: Left Field
2B: Second Base	CF: Center Field
3B: Third Base	RF: Right Field

This player is a left- and right-field outfielder.



This player receives a +1 bonus to his Fielding.

Whenever your team takes the field, you have to be able to fill every position with a player who qualifies there. These positions are P, CA, 1B, 2B, 3B, SS, LF, CF, and RF. You can find a player's position in the stats on the bottom of his card. A player whose position is OF qualifies at all 3 outfield positions. A player whose position is IF qualifies at all 4 infield positions (1B, 2B, 3B and SS). If a player's only position shows a “—,” he doesn't qualify at any position, so he can't take the field unless you're playing with the expert rules (see Playing First Base Out of Position, p. 19). Players who don't qualify at any position are usually used as designated hitters or pinch hitters.

If the home team is an American League™ team, both teams use the designated hitter position. The player you're using as your designated hitter goes into your batting lineup instead of your pitcher. You can use any of your fielders or other hitters that aren't already in your lineup as your designated hitter. If the player you're using as designated hitter takes the field, your team loses its designated hitter for the rest of the game. That means your pitchers have to bat in your lineup, just like in National League™ games. Your designated hitter must be a full-cost player, and all players who start the game must bat at least once before a pinch hitter can bat for them. (For more information on switching out players, see Substitutions on p. 10.)

FIELDING AND ARM

Includes how to make Fielding checks.



This player receives a +1 bonus to his Fielding.

All position players have a number listed after the positions where they qualify. For positions other than catcher, this number is the player's Fielding at those positions. Some players have 2 positions listed on their cards, so they qualify at either position. For example, if a player's card says 2B +3 and SS + 4, he can play either second (2B) with a +3 bonus, or shortstop (SS) with a +4 bonus. You **don't** add the numbers together to determine the player's Fielding. Catchers have Arm instead of Fielding. All catchers and pitchers have +0 Fielding.

In the advanced rules, Fielding is used only to make extra-base attempts and double-play attempts (see pp. 9–10).

SPEED

Includes how to roll against Speed.



Speed is used for double-play attempts and extra-base attempts.

In the advanced rules, Speed is used only for double-play attempts and extra-base attempts. A player's Speed is listed as a letter, followed by a number in parentheses such as "A (18)." When the defense rolls against a player's Speed, it has to beat that number. Players with similar Speed scores are grouped into Speed A, Speed B, and Speed C. All pitchers are Speed C (8).

DIFFERENT KINDS OF OUTS

Includes how to attempt double plays.



OUTS
PU: pop ups
SO: strikeouts
GB: ground balls
FB: fly balls

In the basic game, all 4 kinds of outs are the same: the batter is out, you turn him face down, and runners don't advance. In the advanced and expert rules, fly ball outs (FB) let runners try for extra bases (see Extra Bases, pp. 9–10), and ground ball outs (GB) can lead to double plays. Strikeouts (SO) and pop-ups (PU) are still just outs.

If your batter gets a ground ball result when first base is empty, he's out. If you have a runner on first, the defense gets to make a double-play attempt. The runner who was on first is always out, and the defense rolls to see if the infield can then throw the batter out. The defense rolls a die and adds the infielders' total Fielding to the roll. If the total beats the batter's Speed, he's out. Otherwise, he's safe. Runners on second and third always advance on a ground ball, but don't score if the ground ball leads to the third out. Your infielders are the players at 1B, 2B, 3B, and SS.

EXTRA BASES

Includes how to take extra bases on fly ball outs and hits.

In the basic rules, singles advance runners just 1 base, doubles advance runners just 2 bases, and outs never advance runners. (Triples and homers drive in all runners.) In the advanced and expert rules, if a runner advances to second or third on a hit, or is held to one of those bases on a fly ball out (FB) that isn't the third out, you may have one or more of those runners try for an extra base. (This equates to "tagging up" on a FB.) If you do, the outfield tries to throw one of those runners out, as follows:

1. Your opponent chooses 1 runner trying for an extra base.

2. Take that runner's Speed. If the runner is trying to go from third to home, add +5. If there were 2 outs before the swing was rolled, add +5. The total is the target the outfield has to beat.
3. Roll a die and add your outfielders' (LF, CF, and RF) total Fielding to the roll. If the total beats the target (the runner's Speed plus bonuses), the runner is out. If not, he's safe! Remember that ties go to the runner.
4. If the outfield throws out a runner who was trying for third, and there was also a runner trying for home, the out won't stop the run from scoring, even if it was the third out.

Example: With 2 outs, Soriano is on third, Jeter is on second, and Giambi is on first. Matsui hits a single, so every runner advances 1 base (Soriano scores). You decide to send both runners, and the outfield tries to throw Giambi out at third. Giambi is Speed C (12) and there were 2 outs before the swing, so the outfield's target is 17 (12 + 5). The die roll is a 13, and the outfield's Fielding happens to be +5. $13 + 5 = 18$, which beats the target of 17, so Giambi is out at third, but that doesn't stop Jeter's run from scoring.

When runners advance on a ground ball out (GB), this is NOT considered an extra-base attempt, so there isn't a roll to try to throw them out. (See Different Kinds of Outs, p. 9.) Runners never score if the swing results in the third out. See the glossary for the definition of runners and batters.

INNINGS PITCHED (IP)

Includes what happens when pitchers get tired.

Some pitchers have more stamina than others. When a pitcher stays in the game too long, his pitches start getting worse. The number of innings a pitcher can safely pitch in is listed on his card after IP (innings pitched). If he pitches in more innings than that, he becomes tired and you subtract 1 from every pitch he rolls for each extra inning in which he's pitched. For example, a starter with IP 6 subtracts 3 from every pitch he rolls in the 9th inning. (Being tired just subtracts from the total pitch, not from the pitcher's Control.) See the following section, "Substitutions," for rules on replacing pitchers.

SUBSTITUTIONS

Includes how to make pitching changes and how to use pinch hitters.

At the start of each at-bat, substitutions can happen in the following order:

1. The offense decides whether to send up a pinch hitter.
2. The defense decides whether to make a pitching change.
3. If the defense does bring in a pitcher, the offense may send in another pinch hitter, even if one was already sent up in step 1. (This is the only time you can send in one pinch hitter for another.)

If the offense pinch-hits in step 3, the defense can't respond with another pitching change until the next batter comes up (like in normal baseball rules). In all cases, the new player takes the old one's spot in the batting order, and the old player can't come back into the game. There are a few restrictions, however, on when you can make a pitching change with your starter. You can only remove your starter if one of these 3 conditions are met:

1. It's after the 4th inning.
2. He's given up 10 or more runs.
3. A strategy card forces him out of the game.

If you send in a new pitcher, he has to be a reliever or a closer (you can't send in another starter). If you bring in a new pitcher in the middle of an inning, it counts as 1 full inning against his IP, even if there are already 1 or 2 outs.























A pinch hitter doesn't have to qualify at the position the old batter was playing. Just remember that your team still has to fill all of the positions the next time it takes the field. If your lineup can't fill all the positions when your turn at the plate is over, you have to make more substitutions until all the positions are filled. You can't make a substitution if it would mean your team couldn't legally take the field. (See Player Positions, p. 7.) This means that the home team can legally pinch hit with backup players in the bottom of the 6th inning, since they will take the field in the 7th inning.

Note: With the new 25-man expanded rosters, it's a good idea to carry extra, full-cost bench players to back up all of the field positions. If one of your players is removed from the game and you can't replace him to field a legal team, you must forfeit the game. See the Team Construction section for more information on creating a team.

PLAYER SPECIAL ABILITY ICONS

Includes rules for using player icons without strategy cards.

You may have noticed that some of the player cards have small icons or symbols on them by the player's stats. These icons are attached to players that have won awards and/or received special notice for their exceptional play, and give those players additional bonuses in the game. For the advanced game, you can use the following special abilities to enhance game play. If you play by the expert rules and use strategy cards, **DO NOT USE THESE SPECIAL ABILITIES!** Instead, there are strategy cards that use the player icons to give those players improved bonuses (see Expert Icons, p. 17). Note: Every year pitchers win the Gold Glove award, but that ability doesn't apply in our game, so we've left that icon off of pitchers who win it.

	Strikeouts (K): Once per game, a player with a  icon may change any result to a strikeout (SO) after the swing is rolled.		Gold Glove (G): Once per game, a player with the  icon may add +10 to his Fielding when on defense.
	Home Run (HR): Once per game, a player with the  icon may change any double (2B) or triple (3B) result to a home run (HR).		MVP (V): Twice per game, a player with the  icon may reroll any out result.
	Stolen Base (SB): Once per game, a player with the  icon may steal a base (not home) without a throw. (You can steal a base only if it's open.)		20-Game Winner (20): One pitch per inning, a pitcher with the  icon may add +3 to his Control (before the pitch).
	Cy Young (CY): If a pitcher with the  icon goes 1-2-3 in any inning, he gets +1 IP (no limit).		Rookie (R): The  icon is only useful if you play with strategy cards in the expert rules.
	Relief Pitcher (RP): Once per game, a reliever or closer with the  icon may add +3 to his Control for any 1 full inning after the 6th inning.		Rookie of the Year (RY): The  icon is only useful if you play with strategy cards in the expert rules.
	Silver Slugger (S): Once per game, a player with the  icon may change any single (1B) or single+ (1B+) result to a double (2B).		

TEAM CONSTRUCTION RULES

Once you've learned how the advanced game works, you can start building your own teams using the players in your collection. This section gives the rules for building teams and setting up a game between 2 custom-built teams.

BUILDING YOUR OWN TEAM

Includes how to build your own team and how to use backup players.

When you start collecting more cards, you can build your own team out of the players in your collection. You can build your team however you want as long as you make sure that:

- You decide whether you play by AL™ rules or NL™ rules when your team is at home. (AL™ rules let a designated hitter bat for the pitcher.) You ARE allowed to mix players from the 2 leagues on your team.
- Your team has exactly 25 players.
- Your team has at least 9 fielders and other hitters.
- Your starting lineup fills all the fielding positions.
- Your team has exactly 4 starters.
- You don't have the same player on your team more than once.
- You have a full-cost player as a designated hitter, even if you use NL™ rules.
- Your players have a total point value of 5,000 or less.

If you have more than 9 fielders and other hitters on your team, you can designate some or all of the extra players as backups. A backup player costs your team only one-fifth of his normal point value, but has restrictions on when he can enter the game. Before the 7th inning, backup players can only pinch hit for pitchers, unless they are with the home team and it's the bottom of the 6th inning, and they can't take the field. Backup players can pinch run at any time, but they must observe the rules for taking the field above. Only fielders and other hitters may be designated as backup players, since the discount for relievers and closers is already included in their point values. (See Expert Substitutions on p. 19.)

Write down your usual batting order for both AL™ rules and NL™ rules so you don't have to do it from scratch every game. (Remember that your pitchers can't be designated hitters.) Be sure to write down which position each player starts at. If you have a score sheet from the website (www.wizards.com/Showdown), it's easy to keep track of this information.

When you play a series of games, your starters take turns pitching. The order in which they pitch is called your rotation. Write down the order you want your rotation to be in. If you don't have a written rotation, one way to choose might be tournament style by point value starting with your highest-cost pitcher first and your lowest-cost pitcher last. If your fourth pitcher starts a game, your first pitcher will start the next game. Remember that in sanctioned tournaments, DCI rules state that you must use point value order for your rotation. Relievers and closers can't be in rotations.

CREATING A TEAM BATTING ORDER

If you need help with creating your lineup or have to make a lineup in a hurry, here's a basic strategy:

- Put your player with the highest Speed/On-Base number in the first spot. You want a leadoff hitter who can get on base easier to generate runs for the power hitters behind him.
- Put another player with a high Speed and a decent On-Base number in the second spot.
- Put your best pure hitter with a high On-Base number in the third spot, followed by your best home run hitter in the 4th spot. They will drive in runs when your leadoff hitters get on base.
- Put another good hitter in the 5th spot to protect your third and fourth hitters, with the 6th through 9th spots being a mix of whoever is left over.
- If you're playing by NL™ rules, have your pitcher bat last.

EXPERT GAME RULES

The expert rules add to the advanced rules and make the game more realistic and fun. After you've learned the advanced game, you can gradually start introducing the expert rules.

STRATEGY CARDS

Strategy cards are the most important part of the expert game. Unlike your player cards, you don't have full access to your strategy cards during the game. Instead, you shuffle the strategy cards together before the game and draw them one-by-one as the game goes on, as you would in a standard card game like rummy or go fish. This is how it works:

1. When you build a team, you may build a deck of 60 strategy cards to go with it. Any combination of cards is fine as long as you don't have more than 4 cards with the same name in your deck. Strategy cards are used only if you and your opponent both have strategy decks.
2. Before the game starts, shuffle your deck and put it face down in front of you.
3. Before the first inning, draw the top 3 cards of your deck. These cards are held in your hand so that your opponent can't see them. You keep your cards in your hand until you want to play them—you might hang onto these cards until the 9th inning or beyond, depending on how things work out.
4. Whenever either team comes to the plate each inning (even your opponent's), draw the top card of your deck. (So by the time the first batter steps into the box, you'll both have 4 cards in your hand—3 that were drawn before the game, and another 1 drawn when the first team came to the plate.) Once a strategy card is played, it goes to your discard pile unless the card says it should stay in play.

Here are a few more details about strategy cards:

- You can't play 2 strategy cards with the same name in the same at-bat.
- Cards that say, "Play on a result" are usable only between rolling for the swing and applying the result.

- Cards that say, “Play after a result” are usable only after carrying out that kind of result.
- If a strategy card lets a runner try to steal, the catcher can try to throw him out. The catcher’s manager rolls a die, adds the catcher’s Arm bonus, and adds +5 if the runner is trying to steal third. If the total beats the runner’s Speed, the runner is out. Some strategy cards don’t allow this throw. If a card lets 2 runners try to steal, the catcher’s manager chooses who to try to throw out. You can steal a base only if it’s open, and you can’t try to steal home.
- Some strategy cards have players make Fielding checks. To make a Fielding check, the defense rolls a die and adds the requested players’ total Fielding to the roll. If the total is 21 or more, the check passes. If the total is 20 or less, the check fails.
- When a team’s turn at the plate is over, the defense first checks to see that it can field all the positions (and makes substitutions if it can’t), then both managers draw a card, and then the first at-bat starts. This means that if you’re playing by NL™ rules and you pinch-hit or pinch-ran for your pitcher, you have to decide who to put on the mound before drawing your card.
- You can play strategy cards only during an at-bat—for example, you can’t play them when making a pitching change between innings or between the pitch and the swing.
- If your deck ever runs out, you don’t get to draw any more cards. If you play a strategy card that lets you draw cards, ignore that part of the card, but do whatever else the card says (if anything).
- If a strategy card says to do something that the rules in the rulebook don’t allow, do what the strategy card says.

The best place to collect strategy cards is from draft packs. Draft packs contain 15 player game cards and 45 strategy game cards. Look for them at a store near you.

BATS AND THROWS

Includes rules for switch hitters.



HANDEDNESS
LHP: Left-handed pitcher
RHP: Right-handed pitcher
Bats L: Bats left
Bats R: Bats right
Bats S: Bats switch

This player bats right.

A batter either bats left-handed (Bats L), bats right-handed (Bats R), or is a switch-hitter (Bats S). A switch-hitter bats lefty against right-handed pitchers (RHPs) and righty against left-handed pitchers (LHPs). All pitchers throw with their left hand (LHP) or their right hand (RHP). In the **MLB™ Showdown** sports card game, pitchers bat the same way they throw. How a player bats or throws only matters for strategy cards.

EXPERT ICONS

Includes how to use the player icons with strategy cards.

In the expert game, the special ability player icons are meant to enhance strategy game card play and game management skills. **Unlike the advanced game, these icons DO NOT give your players any special abilities, except for those bonuses given by the strategy cards.** For example, a player with the  icon is no different than a player without one, unless you play one of the strategy cards associated with the  icon.

Strategy cards with the special ability icons have an extra bonus in addition to the normal bonus. If you have a strategy card that matches a player with the correct icon, and it's the correct game situation, then you may use the additional bonus on the card. The icons increase game play and allow managers to customize their teams further and to take advantage of particular lineup strengths.

EXPERT INNINGS PITCHED

Includes how to charge runs and the penalty for pitchers who give up runs.

In the **MLB™ Showdown** sports card game, when a run is scored, it's charged to the player who was pitching when that batter reached base. In the expert rules, for every 3 runs charged to a pitcher, his IP goes down by 1. This penalty applies as soon as the run is charged to him, even if it's the middle of the inning. For example, if an IP 7 pitcher has given up 12 runs and is pitching in the 5th inning, his pitches are made at -2 ($7-4 = 3$; IP 3 pitcher pitching in the 5th inning = -2).

In the expert rules, relievers and closers can't pitch every day. If you're playing several games in a row, you have to give your bullpen a day off once in a while. If a reliever or closer pitches 2 games in a row, his IP starts at 0 the next game. This means you subtract 1 from his pitches right away. One game of rest is all a reliever or closer needs to get back to his full IP.

EXPERT MANAGERIAL OPTIONS

Includes how to do intentional walks and sacrifice bunts.

After substitutions are over but before you start playing strategy cards, you can call for an intentional walk or a sacrifice bunt. First the manager on defense decides whether to call for an intentional walk. Then the manager on offense decides whether to call for a sacrifice bunt. If either one is called, there's no pitch and no swing. You can still play strategy cards at the usual times, though. If the defense calls for an intentional walk, the batter simply walks. This is not a "walk result" for purposes of the strategy cards, but otherwise it works the same way.

If the offense calls for a sacrifice bunt, roll for the swing on the pitcher's chart. If the result is a pop-up out (PU), the batter is out and the runners don't advance. On any other result, the batter is out and all runners advance 1 base. You can't sacrifice bunt if you have a runner on third or if the batter was intentionally walked. (Note: Some strategy cards may allow you to bunt a runner in from third base.)

PLAYING FIRST BASE OUT OF POSITION

In the expert rules, you can have any of your fielders (or other hitters) play first base (1B), but if that player doesn't qualify there, he'll have terrible Fielding. If someone who doesn't qualify at first base plays there, his Fielding becomes -1 (instead of whatever it says on his card), unless he doesn't qualify at any position, in which case his Fielding becomes -2.

EXPERT SUBSTITUTIONS

Includes how to use pinch runners and defensive replacements.

The expert game adds 2 kinds of substitutions—pinch runners and defensive replacements. Pinch runners have to enter the game before the next batter comes to the plate. You can send in defensive replacements whenever your team takes the field or makes a pitching change.

When you send in a pinch runner, he goes to the base where the old runner was and takes the old runner's spot in the batting order.

When you send in a defensive replacement, he takes the old player's spot in the batting order. He doesn't have to fill the old player's position, though, since you can juggle players between positions to make room. You can also combine 2 or more defensive replacements and pitching changes into a single substitution. If you do, the new players can take the old players' batting spots in any order. For example, if you bring in a new shortstop and a new pitcher at the same time, the new shortstop can take the old pitcher's spot in the order while the new pitcher takes the old shortstop's spot. (This is called a double-switch.) Remember that everyone except pitchers can play first base (1B).

COMPLETE AT-BAT SEQUENCE

The expert game rules and the strategy cards let you do lots of things during an at-bat. If you ever get confused about exactly what you can do when, just follow these steps. When you and the other manager take turns deciding whether to do something, the manager on defense has to decide first. On steps 5, 7, and 9, keep going back and forth until both of you pass back-to-back.

1. The offense may pinch hit.
2. The defense may make a pitching change. If it does, the offense may pinch hit.
3. In the expert rules, the defense decides whether to intentionally walk the batter.
4. In the expert rules, the offense decides whether to sacrifice bunt.
5. Take turns playing a strategy card or passing. Strategy cards played "before the pitch" are played now.
6. Roll for the pitch unless there's a pitcher at the plate. Roll for the swing. Don't carry out the result of the swing until step 8. Skip this step entirely if someone called for an intentional walk or sacrifice bunt.
7. Take turns playing a strategy card or passing. Strategy cards played "on" a certain kind of result are played now.
8. Carry out the result of the swing, intentional walk, or sacrifice bunt.
9. Take turns playing a strategy card or passing. Strategy cards played "after" a certain kind of result are played now.

Example: Jeff Bagwell steps to the plate to face Randy Johnson. Both managers may play strategy cards. When they're done (or if they don't play any cards at all), Randy rolls for his pitch, then Bagwell rolls for his swing. No cards are played between the pitch and the swing. After the swing, both managers may play strategy cards again, including ones that change the result to something else. No cards are played while applying the result unless they interact with a rule like extra-base attempts. The result is then applied, and the managers get to play strategy cards again.

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| <input type="checkbox"/> P04 Carlos Delgado (Blue Jays) | <input type="checkbox"/> P29 Darren Bragg (Braves) |
| <input type="checkbox"/> P05 Derek Lowe (Red Sox) | <input type="checkbox"/> P30 David Segui (Orioles) |
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| <input type="checkbox"/> P08 Greg Maddux (Braves) | <input type="checkbox"/> P33 Hee Seop Choi (Cubs) |
| <input type="checkbox"/> P09 Hideki Matsui (Yankees) | <input type="checkbox"/> P34 Henry Mateo (Expos) |
| <input type="checkbox"/> P10 Jason Iiringhausen (Cardinals) | <input type="checkbox"/> P35 Jake Peavy (Padres) |
| <input type="checkbox"/> P11 Jeff Kent (Astros) | <input type="checkbox"/> P36 Jeff Reboulet (Pirates) |
| <input type="checkbox"/> P12 Jimmy Rollins (Phillies) | <input type="checkbox"/> P37 Kevin Witt (Tigers) |
| <input type="checkbox"/> P13 Mike Piazza (Mets) | <input type="checkbox"/> P38 Livan Hernandez (Expos) |
| <input type="checkbox"/> P14 Josh Beckett (Marlins) | <input type="checkbox"/> P39 Mike Kinkade (Dodgers) |
| <input type="checkbox"/> P15 Juan Pierre (Marlins) | <input type="checkbox"/> P40 Paul Shuey (Dodgers) |
| <input type="checkbox"/> P16 Ken Griffey Jr. (Reds) | <input type="checkbox"/> P41 Ricky Ledee (Phillies) |
| <input type="checkbox"/> P17 Luis Castillo (Marlins) | <input type="checkbox"/> P42 Ricky Stone (Astros) |
| <input type="checkbox"/> P18 Mike Remlinger (Cubs) | <input type="checkbox"/> P43 Roger Cedeno (Mets) |
| <input type="checkbox"/> P19 Moises Alou (Cubs) | <input type="checkbox"/> P44 Ron Calloway (Expos) |
| <input type="checkbox"/> P20 Paul Lo Duca (Dodgers) | <input type="checkbox"/> P45 Ryan Wagner (Reds) |
| <input type="checkbox"/> P21 Preston Wilson (Rockies) | <input type="checkbox"/> P46 Shawn Estes (Cubs) |
| <input type="checkbox"/> P22 Rafael Furcal (Braves) | <input type="checkbox"/> P47 Todd Pratt (Phillies) |
| <input type="checkbox"/> P23 Reggie Sanders (Pirates) | <input type="checkbox"/> P48 Tom Wilson (Blue Jays) |
| <input type="checkbox"/> P24 Shigetoshi Hasegawa (Mariners) | <input type="checkbox"/> P49 Tony Graffanino (White Sox) |
| <input type="checkbox"/> P25 Tony Batista (Orioles) | <input type="checkbox"/> P50 Troy O'Leary (Cubs) |

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MLB.com

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GLOSSARY

1-2-3 INNING

In a 1-2-3 inning, only 3 batters come up, and none of them reach base safely. (Innings with double plays don't count as 1-2-3 innings.)

ADVANCED GAME

This level of play uses the basic rules plus the rules for Fielding and Arm, Speed, the different kinds of outs, extra bases, innings pitched, substitutions, player special ability icons, and team construction.

ADVANCEMENT

Hits always advance runners. On a single, every runner advances 1 base. On a double, every runner advances 2 bases. Triples and homers drive in all runners. Walks can also force runners to advance. Outs don't advance runners, except in the advanced and expert games, where ground balls advance runners on second and third 1 base, and runners can try for extra bases on a fly ball out (FB). See *extra bases*.

ADVANTAGE

During an at-bat, the pitch determines whether the pitcher or the batter has the advantage. When the batter rolls the swing, find the result on the chart of the player who has the advantage. See *pitch*.

ARM

A catcher's Arm is listed in the stats at the bottom of his card, next to his position. A catcher's Arm is added to his roll when he tries to throw out a runner who is attempting to steal.

AT-BAT

A batter's turn at the plate is called an at-bat.

BACKUP

When you build a team, you can label some players as backups. Backup players cost one-fifth of their normal point value. Backup players can't take the field before the 7th inning. They can be pinch hitters or pinch runners before then, but you must replace them with a full-cost player when your team takes the field, unless they are with the home team and it's the bottom of the 6th inning. They can't pinch hit for the starter until after the 4th inning.

BASIC GAME

This level of play uses the basic rules and includes only the pitcher's Control, batter's On-Base, and the swing-result charts for both.

BATS

The way a player bats is listed in his card stats. Every player bats Left (Bats L), Right (Bats R), or Switch (Bats S). When a switch hitter is at the plate, he bats the opposite of the way the pitcher throws: left against RHPs and right against LHPs. Pitchers bat with the same hand they use to pitch.

BATTER

During an at-bat, the player at the plate is called the batter. A batter is considered a runner only after he reaches first base safely and his at-bat is over.

BATTING ORDER

The order in which your batters come to the plate is called your batting order. When you make a substitution, the new player takes over the old one's spot in the batting order. He has to bat in the same spot, but he doesn't have to play the same position. In the expert rules, you can make more than 1 substitution at once. If you do, the new players can go into the old players' batting spots in any order.

BENCH

Your bench is where you keep your fielders and other hitters who haven't entered the game.

BOOSTER PACK

Booster packs are packages of 8 random player game cards and 3 random strategy game cards that you can buy to increase your card collection. There is a 1 in 33 chance (1 out of 3 boosters) of getting an exclusive, holographic player card in a pack.

BULLPEN

Your bullpen is where you keep your closers and other relievers who haven't entered the game.

CLOSER

A closer is a pitcher who usually pitches at the end of the game. Being a closer instead of a reliever matters only for strategy cards. See *starter* and *reliever*.

CONTROL

A pitcher's Control is added to his die roll on every pitch. Being tired does not subtract from a pitcher's Control, just from the total pitch. See *IP* and *pitch*.

DECK

The strategy cards you haven't drawn yet are kept in your deck. If your deck ever runs out, you can't draw any more cards.

DEFENSE CARDS

You can play defensive (blue) strategy cards only when your team is in the field. See *strategy cards*.

DEFENSIVE REPLACEMENTS

In the expert game, when you take the field or make a pitching change, you can replace one

fielder with another. The new player takes the old one's spot in the batting order. He doesn't have to play the same position as the old one, and you can move other players around to fit the new one in. See *double-switch*.

DESIGNATED HITTER

If you're playing by ALTM rules, both teams get a designated hitter who goes into the lineup instead of the pitcher. Any full-cost fielder or other hitter can act as a designated hitter. If you send your designated hitter into the field, your team loses its designated hitter position for the rest of the game. This means your pitchers go into your lineup instead.

DISCARD

Strategy cards are discarded at the end of each at-bat, unless the card text tells you to leave them in play. Strategy cards can also force you or your opponent to discard cards directly from your hand. See *strategy cards*.

DISCARD PILE

All the strategy cards you discard go into your discard pile, whether you used them or were forced to discard them. Your discard pile is always face up. See *deck*.

DOUBLE (2B)

Every runner advances 2 bases and the batter goes on second. In the advanced and expert games, a runner on first who went to third can try for an extra base.

DOUBLE PLAY

In the advanced and expert games, if a batter hits a ground ball out (GB) with a runner on first, the runner is out and the defense tries to throw the batter out also. The defense rolls a die and adds the infield's total Fielding to the roll. If the roll beats the batter's Speed, he's out. Otherwise, he's safe at first. See *Speed*.

DOUBLE-SWITCH

You can combine one or more defensive replacements and pitching changes into a single substitution. If you do, the new players can take the old ones' spots in the batting order in any order. See *defensive replacements* and *pitching change*.

DRAW

If a strategy card tells you to draw 1 or more cards, take that many cards off the top of your deck. If you can't draw that many cards, draw all that are left, then do what the rest of the card says. See *deck*.

EXPERT GAME

This level of play uses the advanced rules, **except for player special ability icons**, and adds strategy cards, player handedness (bats and throws), expert icons, expert innings pitched, expert managerial options, and expert substitutions.

EXTENDED PLAY FORMAT

This format includes all strategy cards, player cards, and promo cards from any season and subset.

EXTRA BASES

In the advanced and expert games, a runner who would wind up on second or third after a single (1B), double (2B), or fly ball out (FB) can try for an extra base. If he does, the outfield tries to throw him out. The outfield's target is the runner's Speed. Add +5 if the runner is trying for home, and +5 if there were 2 outs before the swing was rolled. The outfield rolls a die and adds its total Fielding. If the total beats the target, the runner is out. If more than 1 runner tries to advance, the outfield chooses which of them to try to throw out.

FB (fly ball out)

When a batter gets a fly ball out in the basic game, he's out. In the advanced and expert games, if a fly ball out doesn't make the third out, runners on second and third can try for extra bases. See *extra bases*.

FIELDING

A player's Fielding is listed at the bottom of the card next to his position. In the advanced and expert games, Fielding is used for double-play attempts, for extra-base attempts, and for Fielding checks (with strategy cards). Pitchers and Catchers (when playing that position) have +0 Fielding.

FIELDING CHECK

Some strategy cards have players make Fielding checks. To make a Fielding check, the defense rolls a die and adds the requested players' total Fielding to the roll. If the total is 21 or more, the check passes. If the total is 20 or less, the check fails.

GB (ground ball out)

When a batter gets a ground ball out in the basic game, he's out. In the advanced and expert games, if a batter gets a ground ball out with a runner on first, the defense gets to make a double-play attempt. If first base is empty, the batter is just out. A runner on third scores and a runner on second advances to third. See *advancement* and *double play*.

HOMER, HOME RUN, (HR)

Every runner scores and so does the batter.

IF, INFIELDER

A player who qualifies at IF can play any of the infield positions. When a team is in the field, *infielder* means anyone playing 1B, 2B, 3B, or SS. Between games, it means anyone who qualifies at any of those 4 positions.

INTENTIONAL WALK

In the expert game, the defense can choose to intentionally walk the batter. There is no pitch or swing. Intentional walks are not considered "walk results" for purposes of strategy cards, but otherwise work the same way.

IP, INNINGS PITCHED

A pitcher's IP tells you how many innings he can safely stay in the game. If a pitcher has been in the game too long, his pitches get -1 for each extra inning in which he's pitched. For example, an IP 1 reliever who's pitching his third inning gets -2 to his pitches. In the expert game, a pitcher gets -1 IP for every 3 runs he's given up. If a pitcher's IP is already 0, it can go below 0, but this doesn't do anything except make it harder to raise his IP back to 1. If a reliever or closer has pitched in the last 2 games, he comes into the game with 0 IP, so you subtract 1 from his pitches right away. You can't take your starter out of the game until after the 4th inning, unless he's given up 10 runs or a strategy card forces him out.

LHP

Left-handed pitcher.

LIMITED PLAY FORMAT

This format includes strategy cards from the current season and the previous season, and player cards from the current season with team logos on the front. Special subsets (such as the *Hall of Fame* subset) are excluded.

LINEUP

Your lineup is the list of your players that are currently in the game. If you pinch-hit or make a pitching change, your new lineup has to be able to fill all the positions once your team is ready to take the field. In the expert rules, the only time you check to see whether your lineup can fill all the positions is when it's on the field,

though anyone who isn't a pitcher can play first base. See *substitutions* and *batting order*.

MANAGER

You and your opponent are the managers. When cards refer to players, they mean the fielders, other hitters, and pitchers on the teams. See *player*.

NATURAL (20)

This refers to a die roll where the roll comes up as a 20 before any other modifiers.

OF, OUTFIELDER

A player who qualifies at OF can play any of the 3 outfield positions. When a team is on the field, *outfielder* means anyone playing LF, RF, or CF. Between games, it means anyone who qualifies at any of those positions.

OFFENSE CARDS

You can use offensive (red) strategy cards only when your team is at the plate. See *strategy cards*.

ON-BASE

The pitcher rolls against the batter's On-Base to see who has the advantage. A batter's On-Base **IS NOT** added to his swing.

OUT OF POSITION

In the expert rules, anyone who isn't a pitcher can play first base, but if 1B isn't listed on his card as a position, he's out of position there. A position player who's playing first out of position has -1 Fielding instead of what it says on his card. A player with no positions listed has -2 Fielding at first.

OUT(FB)

See *FB*.

OUT(GB)

See *GB*.

OUT(PU)

See *PU*.

OUT(SO)

See *SO*.

PINCH HITTER

When you send a batter to the plate, you can send a pinch hitter instead. See *substitutions*.

PINCH RUNNER

When you send a batter to the plate, you may replace one or more of your runners with players from your bench. See *substitutions*.

PITCH

As part of an at-bat, the pitcher rolls to see who has the advantage. He rolls the die, adds his Control, and compares the total with the batter's On-Base. If the pitcher's total is higher, he has the advantage. If not, the batter has the advantage. If a pitcher has been in the game too long (based on his IP), his pitches get worse. When a pitcher bats, he never has the advantage, so there is no pitch. See *innings pitched*.

PITCHING CHANGE

When the other team sends a batter to the plate, or when your team takes the field, you can bring in a new pitcher. If you take your pitcher out of the game when you're at the plate, you must bring a new one in when your team takes the field. The new pitcher has to be a reliever or a closer. You can't take your starter out of the game unless it's after the 4th inning, he's given up 10 runs, or a strategy card allows it. See *double switch* and *substitutions*.

PLAYER

When cards refer to players, they mean the hitters and pitchers on the teams. You and your opponent are the managers.

PLAYER ICONS

Certain players have special ability icons on their cards. In the advanced rules, the icons give those players special abilities that can help them in the game. In the expert rules, the special abilities of players **ARE NOT USED**, but managers can give those players bonuses by using strategy cards.

POINT VALUE

A player's point value matters mainly when you're building your own team. The players on your team must have a total value of 5,000 points or less. You can also use your players' point values to create a batting order or a starting rotation more quickly.

POSITION

There are 9 positions on the field: P, CA, 1B, 2B, 3B, SS, LF, RF, and CF. When your team takes the field, it has to fill all 8 field positions and have a pitcher. If you're playing by AL™ rules, you must also have a designated hitter. A player can play only at the positions listed on his card. In the expert rules, any fielder or other hitter can also play first base. See *out of position*.

POSITION PLAYER

A position player is anyone who qualifies at one or more positions in the field. Pitchers and players who have "—" listed as a position aren't position players.

PU (pop-up out)

When a batter gets a pop-up out, he's out. Runners stay where they are.

QUALIFY

The positions where a player qualifies are listed on his card. A player can play any position where he qualifies. In the expert rules, anyone except a pitcher can play first base, but he'll have terrible Fielding. See *out of position*.

RELIEVER

A reliever is any bullpen pitcher who isn't a closer. Being a reliever instead of a closer matters only for strategy cards. See *closer* and *starter*.

RESULT

When a batter swings, he looks the total up on his or the pitcher's chart. The out, hit, or walk matching the total is called the result. Intentional walks and sacrifice bunts are not results.

RHP

Right-handed pitcher.

ROSTER

When you build your team, you pay for 25 players. This includes a rotation of 4 starters and at least 9 full-cost hitters. You may divide the remaining players between your bench and your bullpen however you like. Some or all of your extra hitters can be backups. See *backup*.

ROTATION

When you build a team, you have to include 4 starters in a specified order to serve as your rotation. Only starters can be in your rotation.

RUNNER

A runner is any player who was safely on base before the result of the current at-bat.

SACRIFICE BUNT

In the expert rules, when you send a batter to the plate, you can call for a sacrifice bunt. There

is no pitch or swing. Your batter is out, but all runners advance 1 base. You can't sacrifice bunt if a runner is on third, or if your batter was intentionally walked.

SCORING POSITION

Runners on second and third are in scoring position.

SINGLE (1B)

Every runner advances 1 base and the batter goes on first. In the advanced and expert games, runners on first and second can try for extra bases on a single.

SINGLE+ (1B+)

A single+ is a single that gives the batter a chance to go to second on a steal if second base is open. To execute a single+, do everything you would normally do on a single result. Before the next pitch, the previous player who got the single+ result steals second base without a throw.

SO (Strikeout)

When a batter gets a strikeout, he's out. Runners stay where they are.

SPEED

A player's Speed is written as a letter, followed by a number in parentheses. A roll against that player's Speed has to beat that number. Players with similar Speed are grouped into the same letter; this matters only for strategy cards. All pitchers are Speed C (8). See *extra bases*, *GB*, and *steal*.

STANDARD PLAY FORMAT

This is the format of official MLB™ Showdown tournaments. It includes strategy cards from the current season and the previous season, and all player cards from the current season.

STARTER

A starter is a pitcher who starts ball games. Only starters can be in a rotation, and you can't use starters to replace other pitchers. See *closer*, *reliever*, and *rotation*.

STEAL, STOLEN-BASE ATTEMPT

Some strategy cards allow a player to try to steal. After the offense announces who's trying to steal, the catcher rolls the die, adds his Arm, and tries to beat the runner's Speed. If the runner is trying to steal third, the catcher adds +5 to his roll. If the total beats the runner's Speed, he's out. A runner can't steal home without strategy cards. See *speed*.

STRATEGY CARDS

In the expert game, you play strategy cards to change what happens in the game. You can play strategy cards only during an at-bat, not between the rolls for the pitch and the swing. If anyone wants to make substitutions, wait for all of those before playing any strategy cards. When you play a strategy card, put it on the table and do everything it says to do. (You might have to wait to do part of it.) At the end of the at-bat, discard the card unless it tells you to leave it in play. You have to wait to see if there's an intentional walk or sacrifice bunt before you play strategy cards.

SUBSTITUTIONS

Substitutions include bringing in new pitchers and pinch hitters. Substitutions have to be made at the start of an at-bat, before anything else happens. In the expert game, they also include defensive replacements and pinch runners. You can't make a substitution if your new lineup wouldn't fill all the field positions. In the expert rules, anyone who isn't a pitcher can play first base, and the requirement of filling all the positions doesn't apply when your team is at the plate. See *backup*.

SWING

As part of an at-bat, the batter rolls the swing and looks on the chart of the player who has the advantage (batter or pitcher) to determine the result. Roll for the pitch before the swing. If strategy cards make the swing less than 1, look up what happens on a 1.

THROWS

Every pitcher throws either left-handed (LHP) or right-handed (RHP).

TIRED

A pitcher who stays in the game for too many innings gets tired and takes a penalty on every pitch. See *IP*.

TRIPLE (3B)

Every runner scores and the batter goes on third.

TRY FOR AN EXTRA BASE

In the advanced and expert rules, after a single (1B), a double (2B), or a fly ball out (FB), runners at second and third may try for extra bases. See *extra bases*.

TURN AT THE PLATE

During an inning, both teams take their turns at the plate. An individual batter's appearance at the plate is called an at-bat.

UTILITY CARDS

You can use utility cards whether you're on offense or defense. See *strategy cards*.

WALK

The batter goes on first. If you already had a runner on first, this forces him to second. If you also had someone on second, this forces him to third. If you also had someone on third, he scores.

Credits

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Editing: Cal Moore

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Thanks to all of our project team members and the many others too numerous to mention who have contributed to this product.

Special thanks to Randall Crews, Damon Edmondson, Brian Hart, Douglas Snazel, Scott Forster, and Mr. King.

Card Checklist

BASE SET 2004

Strategy Cards

- | | | | |
|------------------------------|--------------------------|------------------------------|-----------------------|
| <input type="checkbox"/> S1 | Bad Call | <input type="checkbox"/> S26 | Choke |
| <input type="checkbox"/> S2 | Burned | <input type="checkbox"/> S27 | Cover Second |
| <input type="checkbox"/> S3 | Check Swing | <input type="checkbox"/> S28 | Dominating |
| <input type="checkbox"/> S4 | Deep in the Gap | <input type="checkbox"/> S29 | Foul Ball |
| <input type="checkbox"/> S5 | Drained | <input type="checkbox"/> S30 | Good Leather |
| <input type="checkbox"/> S6 | Ducks on the Pond | <input type="checkbox"/> S31 | Hooking Foul |
| <input type="checkbox"/> S7 | Great Addition | <input type="checkbox"/> S32 | In the Zone |
| <input type="checkbox"/> S8 | Hard Slide | <input type="checkbox"/> S33 | Infield In |
| <input type="checkbox"/> S9 | Inside the Park Home Run | <input type="checkbox"/> S34 | Lined Out of Play |
| <input type="checkbox"/> S10 | Options | <input type="checkbox"/> S35 | Locate |
| <input type="checkbox"/> S11 | Out of the Frying Pan | <input type="checkbox"/> S36 | Locked In |
| <input type="checkbox"/> S12 | Play the Percentages | <input type="checkbox"/> S37 | Nerves of Steel |
| <input type="checkbox"/> S13 | Pointers | <input type="checkbox"/> S38 | Paint the Corner |
| <input type="checkbox"/> S14 | Poor Positioning | <input type="checkbox"/> S39 | Power Pitching |
| <input type="checkbox"/> S15 | Pull the Ball | <input type="checkbox"/> S40 | Short Fly |
| <input type="checkbox"/> S16 | Rough Outing | <input type="checkbox"/> S41 | Sloppy Bunt |
| <input type="checkbox"/> S17 | Slow Roller | <input type="checkbox"/> S42 | Split-Finger Fastball |
| <input type="checkbox"/> S18 | Stick a Fork in Him | <input type="checkbox"/> S43 | Top-Level Strategy |
| <input type="checkbox"/> S19 | Sweet Swing | <input type="checkbox"/> S44 | Tough as Nails |
| <input type="checkbox"/> S20 | Take What's Given | <input type="checkbox"/> S45 | Change in Strategy |
| <input type="checkbox"/> S21 | Think Again | <input type="checkbox"/> S46 | Close Call |
| <input type="checkbox"/> S22 | Turn on It | <input type="checkbox"/> S47 | New Strategies |
| <input type="checkbox"/> S23 | Aces Up | <input type="checkbox"/> S48 | Second Look |
| <input type="checkbox"/> S24 | Caught Him Leaning | <input type="checkbox"/> S49 | Swing at Anything |
| <input type="checkbox"/> S25 | Caught the Corner | <input type="checkbox"/> S50 | Think Twice |

Card Checklist

BASE SET 2004

American League | East Division



☐ BALTIMORE ORIOLES™

- ☐ Tony Batista
- ☐ Deivi Cruz
- ☐ Travis Driskill
- ☐ Brook Fordyce
- ☐ Jay Gibbons
- ☐ Pat Hentgen
- ☐ Jorge Julio
- ☐ Rodrigo Lopez
- ☐ Luis Matos
- ☐ Melvin Mora
- ☐ Brian Roberts
- ☐ B. J. Surhoff



☐ BOSTON RED SOX™

- ☐ Johnny Damon
- ☐ Alan Embree
- ☐ Nomar Garciaparra
- ☐ Byung-Hyun Kim
- ☐ Derek Lowe
- ☐ Pedro Martinez
- ☐ Bill Mueller
- ☐ Trot Nixon
- ☐ David Ortiz
- ☐ Manny Ramirez
- ☐ Jason Varitek
- ☐ Tim Wakefield
- ☐ Todd Walker



☐ NEW YORK YANKEES™

- ☐ Roger Clemens
- ☐ Chris Hammond
- ☐ Derek Jeter
- ☐ Nick Johnson
- ☐ Hideki Matsui
- ☐ Mike Mussina
- ☐ Andy Pettitte
- ☐ Jorge Posada
- ☐ Mariano Rivera
- ☐ Alfonso Soriano
- ☐ Jeff Weaver
- ☐ Bernie Williams
- ☐ Enrique Wilson



☐ TAMPA BAY DEVIL RAYS™

- ☐ Rocco Baldelli
- ☐ Lance Carter
- ☐ Carl Crawford
- ☐ Toby Hall
- ☐ Travis Harper
- ☐ Aubrey Huff
- ☐ Travis Lee
- ☐ Julio Lugo
- ☐ Damian Rolls
- ☐ Jorge Sosa



☐ TORONTO BLUE JAYS™

- ☐ Frank Catalanotto
- ☐ Carlos Delgado
- ☐ Kelvim Escobar
- ☐ Roy Halladay
- ☐ Eric Hinske
- ☐ Orlando Hudson
- ☐ Greg Myers
- ☐ Josh Phelps
- ☐ Cliff Politte
- ☐ Vernon Wells
- ☐ Chris Woodward

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Premium player cards indicated in bold.
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Card Checklist

BASE SET 2004

American League | Central Division



☐ CHICAGO WHITE SOX™

- ☐ Mark Buehrle
- ☐ Bartolo Colon
- ☐ Joe Crede
- ☐ Tom Gordon
- ☐ Paul Konerko
- ☐ Carlos Lee
- ☐ Damaso Marte
- ☐ Miguel Olivo
- ☐ **Magglio Ordonez**
- ☐ Frank Thomas
- ☐ Jose Valentin



☐ DETROIT TIGERS™

- ☐ Jeremy Bonderman
- ☐ Shane Halter
- ☐ Bobby Higginson
- ☐ Brandon Inge
- ☐ Wilfredo Ledezma
- ☐ Chris Mears
- ☐ Warren Morris
- ☐ Carlos Pena
- ☐ Ramon Santiago
- ☐ Andres Torres
- ☐ Dmitri Young



☐ MINNESOTA TWINS™

- ☐ Chris Gomez
- ☐ Cristian Guzman
- ☐ LaTroy Hawkins
- ☐ Torii Hunter
- ☐ Jacque Jones
- ☐ Corey Koskie
- ☐ Doug Mientkiewicz
- ☐ A. J. Pierzynski
- ☐ Brad Radke
- ☐ **Shannon Stewart**



☐ CLEVELAND INDIANS™

- ☐ Danys Baez
- ☐ Josh Bard
- ☐ Casey Blake
- ☐ Jason Boyd
- ☐ **Milton Bradley**
- ☐ Ellis Burks
- ☐ Coco Crisp
- ☐ Jody Gerut
- ☐ Travis Hafner
- ☐ Matt Lawton
- ☐ John McDonald
- ☐ Terry Mulholland
- ☐ C. C. Sabathia
- ☐ Omar Vizquel



☐ KANSAS CITY ROYALS™

- ☐ **Carlos Beltran**
- ☐ Angel Berroa
- ☐ Jason Grimsley
- ☐ Aaron Guiel
- ☐ Runelvys Hernandez
- ☐ Raul Ibanez
- ☐ Curtis Leskanic
- ☐ Jose Lima
- ☐ Mike MacDougal
- ☐ Brent Mayne
- ☐ Joe Randa
- ☐ Desi Relaford
- ☐ Mike Sweeney
- ☐ Michael Tucker

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Card Checklist

BASE SET 2004

American League | West Division



☐ ANAHEIM ANGELS™

- ☐ **Garrett Anderson**
- ☐ David Eckstein
- ☐ Darin Erstad
- ☐ Troy Glaus
- ☐ Bengie Molina
- ☐ Ramon Ortiz
- ☐ Eric Owens
- ☐ Tim Salmon
- ☐ Scot Shields
- ☐ Scott Spiezio
- ☐ Jarrod Washburn



☐ SEATTLE MARINERS™

- ☐ **Bret Boone**
- ☐ Mike Cameron
- ☐ Ryan Franklin
- ☐ Carlos Guillen
- ☐ Shigetoshi Hasegawa
- ☐ Edgar Martinez
- ☐ Mark McLemore
- ☐ **Jamie Moyer**
- ☐ John Olerud
- ☐ **Ichiro**
- ☐ Dan Wilson
- ☐ Randy Winn



☐ OAKLAND A's™

- ☐ Chad Bradford
- ☐ Eric Byrnes
- ☐ Mark Ellis
- ☐ **Keith Foulke**
- ☐ Scott Hatteberg
- ☐ Ramon Hernandez
- ☐ **Tim Hudson**
- ☐ Terrence Long
- ☐ **Mark Mulder**
- ☐ Ricardo Rincon
- ☐ Chris Singleton
- ☐ Miguel Tejada
- ☐ Barry Zito



☐ TEXAS RANGERS™

- ☐ Hank Blalock
- ☐ Aaron Fultz
- ☐ Francisco Cordero
- ☐ Juan Gonzalez
- ☐ Rafael Palmeiro
- ☐ **Alex Rodriguez**
- ☐ Mark Teixeira
- ☐ John Thomson
- ☐ Ismael Valdes
- ☐ Michael Young

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Card Checklist

BASE SET 2004

National League | East Division



☐ ATLANTA BRAVES™

- ☐ Vinny Castilla
- ☐ Robert Fick
- ☐ Rafael Furcal
- ☐ Marcus Giles
- ☐ Andruw Jones
- ☐ **Chipper Jones**
- ☐ Ray King
- ☐ **Javy Lopez**
- ☐ Greg Maddux
- ☐ Russ Ortiz
- ☐ Gary Sheffield



☐ MONTREAL EXPOS™

- ☐ Michael Barrett
- ☐ **Oriando Cabrera**
- ☐ Endy Chavez
- ☐ Zach Day
- ☐ **Vladimir Guerrero**
- ☐ Fernando Tatis
- ☐ Javier Vazquez
- ☐ Jose Vidro
- ☐ Brad Wilkerson



☐ PHILADELPHIA PHILLIES™

- ☐ Bobby Abreu
- ☐ David Bell
- ☐ Pat Burrell
- ☐ Marlon Byrd
- ☐ Rheal Cormier
- ☐ Vicente Padilla
- ☐ Tomas Perez
- ☐ Placido Polanco
- ☐ Jimmy Rollins
- ☐ Carlos Silva
- ☐ **Jim Thome**
- ☐ **Randy Wolf**



☐ CHICAGO CUBS™

- ☐ Antonio Alfonseca
- ☐ Moises Alou
- ☐ Paul Bako
- ☐ Alex Gonzalez
- ☐ Tom Goodwin
- ☐ Mark Grudzielanek
- ☐ Eric Karros
- ☐ Kenny Lofton
- ☐ Ramon Martinez
- ☐ Corey Patterson
- ☐ **Mark Prior**
- ☐ Aramis Ramirez
- ☐ Mike Remlinger
- ☐ **Sammy Sosa**
- ☐ **Kerry Wood**
- ☐ Carlos Zambrano



☐ HOUSTON ASTROS™

- ☐ Brad Ausmus
- ☐ Jeff Bagwell
- ☐ Lance Berkman
- ☐ Craig Biggio
- ☐ Geoff Blum
- ☐ **Octavio Dotel**
- ☐ Morgan Ensberg
- ☐ Adam Everett
- ☐ **Richard Hidalgo**
- ☐ Jeff Kent
- ☐ Brad Lidge
- ☐ Roy Oswalt
- ☐ Jerome Robertson
- ☐ **Billy Wagner**



☐ PITTSBURGH PIRATES™

- ☐ Kris Benson
- ☐ Jeff D'Amico
- ☐ Adam Hyzdu
- ☐ **Jason Kendall**
- ☐ Brian Meadows
- ☐ Abraham Nunez
- ☐ Reggie Sanders
- ☐ Matt Stairs
- ☐ Jack Wilson



☐ NEW YORK METS™

- ☐ Tony Clark
- ☐ Cliff Floyd
- ☐ John Franco
- ☐ Joe McEwing
- ☐ Tim Lincecum
- ☐ Jason Phillips
- ☐ Mike Piazza
- ☐ **Jose Reyes**
- ☐ Steve Trachsel
- ☐ Dave Weathers
- ☐ Ty Wigginton



☐ FLORIDA MARLINS™

- ☐ Josh Beckett
- ☐ Miguel Cabrera
- ☐ Luis Castillo
- ☐ Juan Encarnacion
- ☐ Alex Gonzalez
- ☐ Derrek Lee
- ☐ Braden Looper
- ☐ Mike Lowell
- ☐ Juan Pierre
- ☐ Mark Redman
- ☐ **Ivan Rodriguez**
- ☐ Tim Lincecum
- ☐ **Dontrelle Willis**



☐ CINCINNATI REDS™

- ☐ Sean Casey
- ☐ Juan Castro
- ☐ Adam Dunn
- ☐ Danny Graves
- ☐ Ken Griffey Jr.
- ☐ D'Angelo Jimenez
- ☐ Austin Kearns
- ☐ Barry Larkin
- ☐ Jason LaRue
- ☐ Chris Reitsma
- ☐ Reggie Taylor
- ☐ Paul Wilson



☐ MILWAUKEE BREWERS™

- ☐ Royce Clayton
- ☐ Keith Ginter
- ☐ Wes Helms
- ☐ Geoff Jenkins
- ☐ Brooks Kieschnick
- ☐ Eddie Perez
- ☐ **Scott Podsednik**
- ☐ **Richie Sexson**
- ☐ Ben Sheets
- ☐ John Vander Wal



☐ ST. LOUIS CARDINALS™

- ☐ J. D. Drew
- ☐ Jeff Fassero
- ☐ Bo Hart
- ☐ Jason Isringhausen
- ☐ Tino Martinez
- ☐ Mike Matheny
- ☐ Orlando Palmeiro
- ☐ **Albert Pujols**
- ☐ **Edgar Renteria**
- ☐ Garrett Stephenson
- ☐ **Woody Williams**

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Card Checklist

BASE SET 2004

National League | West Division



☐ ARIZONA DIAMONDBACKS™

- ☐ Rod Barajas
- ☐ Alex Cintron
- ☐ Elmer Dessens
- ☐ Steve Finley
- ☐ **Luis Gonzalez**
- ☐ Mark Grace
- ☐ Shea Hillenbrand
- ☐ Matt Kata
- ☐ Quinton McCracken
- ☐ **Curt Schilling**



☐ LOS ANGELES DODGERS™

- ☐ Adrian Beltre
- ☐ **Kevin Brown**
- ☐ Ron Coomer
- ☐ Alex Cora
- ☐ **Eric Gagne**
- ☐ Shawn Green
- ☐ Cesar Izturis
- ☐ Brian Jordan
- ☐ Paul Lo Duca
- ☐ Fred McGriff
- ☐ Hideo Nomo
- ☐ Paul Quantrill
- ☐ Dave Roberts



☐ SAN FRANCISCO GIANTS™

- ☐ Edgardo Alfonzo
- ☐ Rich Aurilia
- ☐ Jim Brower
- ☐ Jose Cruz
- ☐ Ray Durham
- ☐ Andres Galarrraga
- ☐ Marquis Grissom
- ☐ Neifi Perez
- ☐ Felix Rodriguez
- ☐ Benito Santiago
- ☐ **Jason Schmidt**
- ☐ J. T. Snow
- ☐ Tim Worrell



☐ COLORADO ROCKIES™

- ☐ Ronnie Belliard
- ☐ Shawn Chacon
- ☐ **Todd Helton**
- ☐ Charles Johnson
- ☐ Darren Oliver
- ☐ Jay Payton
- ☐ Justin Speier
- ☐ Chris Stynes
- ☐ Larry Walker
- ☐ Preston Wilson



☐ SAN DIEGO PADRES™

- ☐ Gary Bennett
- ☐ Sean Burroughs
- ☐ Adam Eaton
- ☐ Luther Hackman
- ☐ Ryan Klesko
- ☐ Brian Lawrence
- ☐ Mark Loretta
- ☐ Phil Nevin
- ☐ Ramon Vazquez



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