

Instructions for Using Replay's Ballpark Effects Option

Each team has its own Ballpark Card to be used with this option. Find the home team's ballpark card before the game, and have it handy for referral during play.

Using the park effects

Most batter cards will have **three shaded squares**, one in **column 2**, one in **column 3**, and one in **column 6**. These are the plays that can be impacted by the ballpark. Columns 2 and 3 represent a park's influence on base hits, and column 6 represents a park's impact on homeruns.

In **column 2**, the shaded square's play result is either a 55 with a raised number (most times) or a 6. When this shaded square comes up, ignore the original value on the batter card, and instead go to the ballpark card. Roll one die and find the result in the row above the 55. This will be the new raised number to use for this play. Find the final play result using the Chart Book as usual for results 56-60 in Column 2.

In **column 3**, the shaded square's result will always range from 2 to 5. When this square comes up, ignore the original number in the square, and instead go to the ballpark card. Roll one die and find the new value in the column 3 section. This will be the new number to use for that batter's result. Add this number to the pitcher's column 3 grade and find the final play result in the Chart Book.

In **column 6**, the shaded square's result will always range from 7-11. When this square comes up, ignore the original number in the square, and go to the ballpark card. The two rows along the top of the outfield wall are used here, with the top row used for lefty batters and the second row used for right-handed batters. Roll one die and find the new value. Add this number to the pitcher's column 6 grade and find the final play result in the Chart Book.


Note: Some batters will not have shaded results in certain columns, usually hitters with low HR totals or low batting averages. In these cases, there is no referral to the park cards. Also, if a batter has a **split** result in his column 6 shaded square, only refer to the park card if the result to be used in this at-bat is a homerun chance (7-11).

Foul territory: Each park card has a value from 0-6 for the size of its foul territory. When using the ballpark effects option, whenever making an **odd-even** roll for a Rare Play in column 3, if the roll is a 1, this becomes a foul fly ball. Roll one die and go to the park card. If the roll is within the "foul out" range of the park card, it is a FOUL OUT. If the result is "foul", the ball is out of play, and the batter is still up.

(When scoring putouts, roll one die to determine the fielder making the catch: 1-2 C 3-1B 4-2B 5-3B 6-SS)

If not using the ballpark effects option, simply play all shaded squares on the batter cards as normal, using the original values in these squares.

Kirk GIBSON		5C⁵ L					
1984 DETROIT							
		1 CF 2 (2) ⁶⁵					
		140 RF 3 (2) ¹⁵					
	1	2	3	4	5	6	
1	10+	39 ³	31	6	4*	16	
2	1	11 [*]	11	1	27 [^]	8*	
3	2	16	14	25	7D	36	
4	3	16	19	11	2*	46	
5	5	16	3	6	20	36	
6	45	55 ³	47	5	3	11	
AGE 27			BUNT 2				
	1	2	3	4	5	6	
H/R	4	32	10	22	10	27	
	G	AB	HR	SB	AVG	OBP	SLG
	149	531	27	29	.282	.363	.516

TIGER STADIUM						
1984 DETROIT						
LHB	7	7	8	8	9	10
RHB	10	9	9	8	7	7
DIE #	1	2	3	4	5	6
Col 2: Looping drive to outfield						
DIE #	1	2	3	4	5	6
55	1	1	2	2	3	4
						
Col 3: Short fly out or SINGLE						
DIE #	1	2	3	4	5	6
result	1	2	2	3	4	4
FOUL POPS:	1 foul out 2-6 foul					