



**BAT
FLIP**
Dynasty



You're the GM!

You have just been hired as the General Manager (GM) of a big-league baseball team. Your team is just 5 good players away from contention. Draft players to build your roster while staying within your team budget. Then activate your players' skills to get the most wins each season. Be the champion of multiple seasons to establish your dynasty and win the game!

Components



144 Player Cards



12 Team/Manager Cards



1 Box/Dice Tray



60 Dice



90 Dollar tokens



9 Championship
Trophy Tokens

Setup

1. Randomly deal each GM 2 Manager/Team cards. Each has a Manager on one side, and a Team on the other.
2. Choose 1 card to play Team-side-up and 1 card to play Manager-side-up and place them face-up on the table. That is your Team and your Manager for the game.
3. Give each GM a number of Dollar tokens equal the team budget listed on their Team Card.
4. Shuffle the player cards to form the player deck and set it within reach.
5. Put the Dice and the Stadium half of the box within reach. Play ball!



The Game

The **objective** of the game is to accumulate the **most WINS each season** by constructing the best **5-player roster** and assigning **skill dice** to the die-slots on the player cards to produce Wins. You will play **multiple seasons**, each of which will culminate with the awarding of a **championship trophy** to the team with the most wins.

Winning the Game

You will need to win multiple seasons to establish your dynasty and win the game. After a season champion is declared in the Scoring Phase, check to see if that GM has won the game. The number of trophies required to win depends on the number of GMs:

- **2-3 GMs:** 3 Trophies wins
- **4-6 GMs:** 2 Trophies wins

The Season

Over the course of the game you will play multiple seasons, each of which will culminate with a championship trophy being awarded to the team with the most wins.

Each season has 6 phases:

1. **Free Agency Draft**
2. **Roll Team Dice**
3. **League Dice Draft**
4. **Scoring**
5. **Arbitration**
6. **Promote Prospects**

1) Free Agency Draft

Build your roster by drafting and signing players and adding them to your Active Roster or your Minor Leagues. **All GMs** take the following steps simultaneously.

1. Draw 5 Cards.
2. Sign or Decline. Choose ONE of the following:
 - **Sign:** Place ONE player from your hand face-up in front of you to add them to your active roster, (or face up off to the side to put them in your Minor Leagues if they're a prospect). Place a number of dollar tokens on the card equal to the salary number indicated on their card. When you add a player, place them next to the right-most card on your Active Roster.
 - **Decline:** Discard a card from your hand.
3. Pass your hand clockwise to the next GM.

Repeat the Sign or Decline then Pass process until no cards are left.

PLAYER CARDS

- | | |
|---------------|-------------------|
| 1 Player Name | 7 Player Position |
| 2 All-Stars | 8 Player Ability |
| 3 Team Logo | 9 Base Wins |
| 4 Salary | 10 Max Wins |
| 5 Team Dice | 11 Dice Slots |
| 6 League Dice | |



Roster Size

You may have up to **5 player cards** on your Active Roster. If your roster is full, you may not sign another player; you must Decline a player or sign a Prospect.

Player Salaries

Salary tokens assigned to a player remain on their card as long as the player is on your Active Roster.

Your Budget

You may not sign a player if you do not have enough uncommitted money to pay their salary.

Positions

You are permitted to sign multiple players at the same position but only **one player at each position** other than pitcher can contribute wins during the Scoring Phase.



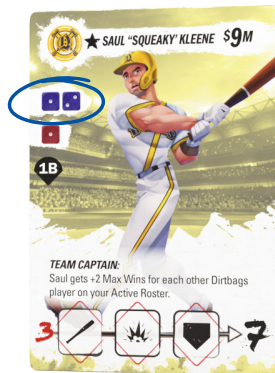
2) Roll Team Dice

All GMs take the following steps **simultaneously**.

1. Roll a number of dice equal to the number of **blue "Team" die icons** on the left of all the cards on your active roster.
2. Assign the dice to the die slots on the cards on your Active Roster or place them on your Manager to hold for later.
 - You must assign all dice as long as there are open slots.
 - If all slots are filled, discard any extra dice.
 - If a die matches the icon on the card, put it in the black square. If it does NOT match, turn it 45-degrees into the red square.

Example: Aria drafts Saul "Squeaky" Kleene. During the Team Dice phase she assigns two dice to him hoping to get a third during the League Dice Draft. She Places a "Hit" and a "Speed" icon on Saul.

She places the Hit die on the matching Hit icon at the bottom of the card. Since Saul doesn't have a speed icon, she places the die in the other two slots and rotates it 45 degrees to show that it's not matching.



3) League Dice Draft

During the League dice draft you will continue to fill the remaining die-slots on your player cards. You will have some choice in the dice you add, but will compete with other GMs to get them.

1. Each GM places a number of dice into the Stadium half of the game box equal to the number of red “League Dice”= icons on the left of all the cards on their Active Roster.
2. The GM that contributes the most dice rolls them all in the box and is first to pick. (Tie-breaker: the GM with the most uncommitted money rolls and drafts first).
3. Going clockwise, take turns selecting one die at a time and assigning them to empty slots on cards on your Active Roster (or on your manager) just like you did with your Team Dice. Continue until all dice have been drafted.
 - You must assign all dice as long as there are open slots.
 - If all your slots are filled, choose a die from the box and discard it.



4) Scoring

When a player on your Roster has **all dice slots filled**, they produce a number of wins equal to their **"Base Wins"** (indicated on the bottom left of the card).

If **ALL** the symbols on the dice match those on the card, the player instead produces their **"Max Wins"** (indicated on the bottom right of the card).

To visually indicate that a player has all their slots filled (and thereby will generate wins), turn the card on its side so that the value earned is facing you.



If **Base Wins** have been achieved turn it to the left (counterclockwise).



If **Max Wins** have been achieved turn it to the right (clockwise).

Add Up the following:

1. Wins Generated by Player Cards: This includes their Base/Max wins based on dice as well as any wins that may have been generated by player abilities.

Important: You may have any number of players at a given position on your roster, but can only **receive wins from 1 player per position** with the **exception of Pitchers**. You may receive wins from all pitchers on your roster.

2. Team Roster Bonuses: Check to see if you met any of the conditions on your Team Card. If so, add that number of wins to your total.

Final Score: The GM whose team has the most wins is the season champion! In case of a tie, the GM with the most money left over wins.

3. Trophy: Give the winning GM a trophy token.

Check to see if the season champion has enough trophies to establish their dynasty and win the game (see: **Winning the Game**).

5) Arbitration

Arbitration is your chance to remove player cards from your roster and recoup their salary for the next season. However, the salaries of the players you choose to keep will each increase by \$1M.

• **For each player card on your roster:**

Place a \$1M token on it **OR** Discard it and recoup its salary.

- If you do not have enough money in your budget to cover the cost of all cards on your roster, discard cards and recoup their salary until you do.
- If you have prospects in your Minor Leagues, you **MUST** cut enough players to make room for them.

Scoring Example

1 LEG-UP: Your Players get +1 Base Wins.

2 LONG TERM CONTRACT: Skip the Arbitration step for this player.

3 TEAM CAPTAIN: Star gets +2 Max Wins for each other Dirtbags player on your Active Roster.

4 TEAM CAPTAIN: Hoshi gets +2 Max Wins for each other Stars & Scrubs player on your Active Roster.

5 PUMP-UP: Angel gets +1 Max Wins for each Power on your dice.

6 STAR STRUCK 2: Miles gets +2 Max Wins for each All-Star on your Active Roster.

- 1 Atlantic City Aces:** 1 win (1 pitcher on the Active Roster)
- 2 Gary Tools:** 0 wins (Gary doesn't score for two reasons: 1. You will get points from a different 1B—Saul “Squeaky” Kleene. 2. Gary has empty Die Slots.)
- 3 Saul “Squeaky” Kleene:** 3 wins (3 base wins)

- 4 Hoshi Ito:** 7 wins (5 max wins + 2 max wins for having another Stars & Scrubs player)
 - 5 Angel Perra:** 4 wins (2 max wins + 2 max wins for having 1 die with a Power icon)
 - 6 Miles Wiffe:** 4 wins (0 max wins + 4 max wins for having 2 All-Stars)
- Total: 19 wins**

6) Promote Prospects

Place any prospects you signed this season on the right hand side of your Active Roster. After the Promote Prospects phase, proceed to the Free Agency Phase of the next season.



Component Glossary

Player Cards:

Player cards make up most of the cards in the game and are your primary means of generating wins.

- 1 Salary:** Place an amount of money equal to a player's salary on the card when you draft it.
- 2 Team Dice:** The number of dice the player contributes during the "Team Dice" phase.
- 3 League Dice:** The number of dice the player contributes to the league dice tray during the "League Dice Draft" phase.
- 4 Player Abilities:** Most player cards have additional text on them. This text will most often provide information on how the player can produce more Wins or Dice. Some will provide instructions on what to do when the player is signed or provide other effects as described on the card.
- 5 All-Stars:** Some of the best players are marked with a star. These cards may be referenced by various card effects.



Prospect Cards

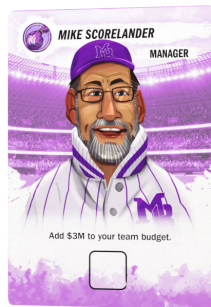
Prospects are special players that cost nothing to sign but require you to wait a season to add them to your Active Roster.

- When you sign a prospect, put them to the side or behind your Active Roster into your Minor Leagues where they will stay until being promoted for the next season.
- Players in the Minor Leagues do not count as part of your 5 card Active Roster.
- Once on your Active Roster, Prospects can produce wins but generally do not produce dice.
- Prospects are not subject to Arbitration while in the Minor Leagues but do go through Arbitration once they're on your Active Roster.



Manager Cards

You select a Manager at the beginning of the game. Manager cards provide **special abilities** and can **hold dice** for you if you don't wish to assign them immediately to a player. You may place dice you get on empty Manager die-slots instead of placing them on a player. You may move dice **FROM your manager to players** on your Active Roster at any time up until final scoring. You may **NOT** move dice from players **TO** your manager. Managers do not count as part of your 5-player roster.



Team Cards

You choose a Team Card at the beginning of the game. Team Cards provide two pieces of information:

- 1 Budget:** The amount of money you start the game with
- 2 Win Bonuses:** Criteria for producing extra Wins

Dice

During the Team Dice and League Dice Draft phases, you will assign dice to the dice slots on the players on your team in order to generate wins. Each die has six symbols on it that match the symbols on player cards. The symbols represent the players' potential skills. If a player is able to realize all their skills, they produce the most possible wins.



Arm



Defense



Speed



Power



Hit



Strike Zone



Players produce dice each season. Each player card has a “Team Dice” Number and a “League Dice” Number. “Team Dice” and “League Dice” use the same dice supply and do the same thing; they are just rolled at different times and selected in different ways.

- **Team Dice:** Dice just for you. Roll them and put them on open dice slots on your players or manager.
- **League Dice:** Place this number of dice in the League Dice Tray for the League Dice Draft.



**SCORE
LANDER
GAMES**

Designer: Scott Courlander

Game Development: David Class and Eric Class

Graphic Design: Tony Mastrangeli

Character Art: Tom Penniford and Weirdsgn Studio

Box Tray Art: Alyssa McCarthy

Reference

THE SEASON:

1. **Draft:** Sign or Decline. Then Pass.
2. **Team Dice:** Roll and assign ALL dice.
3. **League Dice Draft:** GM that contributes the most dice rolls ALL and picks first.
4. **Scoring:** Player Wins + Player Effects + Team Bonuses
5. **Arbitration:** Add \$1M to each player or cut them.
6. **Promote Prospects:** Add prospects to your Active Roster.

