

Starmaker Baseball

a game by Soren Narnia



Starmaker Baseball is a simple, abstract simulation that uses your real baseball cards (or any card set from any baseball simulation game) to produce a game narrative in 5-10 minutes.

You will need only four 6-sided dice of different colors and about a dozen small markers such as coins.

SETUP

1. Choose two teams to go head-to-head. For each team, select the following cards:

- a starting pitcher
- 4-5 potential relievers
- 9 position players to play SS, 3B, 2B, 1B, C, the three OF positions, and a DH if necessary.

Instead of setting a traditional starting lineup, arrange each team's position players from **left to right** on the table, from the player with the **most** all-around star power and skill to the player with the **least** star power and skill—using whatever criteria you like, or even just your gut feeling or preference! Pitchers who bat will always take the rightmost position in their row.

Set each team's potential relievers to the side.

STARTING AN ACE PITCHER: A pitcher generally regarded to be in the top 30 of all starters in the league will be considered an ACE for purposes of game play.

2. Individual team ratings are determined like so:

If one team won 7-14 more games than the other during a regular 162-game season, they are considered to be the FAVORED team, while the other is considered the UNDERDOG.

If one team won 15+ more games than the other during a regular 162-game season, they are considered to be the HEAVILY FAVORED team, while the other is considered the HEAVY UNDERDOG.

Teams within 6 wins of each other are said to be **evenly matched**.

You can also rank teams informally using any system you wish.

GAME PLAY

Each 9-inning game will consist of **10** dice rolls of all 4 dice simultaneously. The first 3 dice rolled correspond to a result on the **Impact chart**. Read each die individually (darker or larger dice come first in order) to attain a result between 111 and 666. The 4th die rolled is then read as its own result, 1-6, to determine a run result on the **Scoring chart**. Keep an ongoing run tally on the scoresheet.

The **Impact chart** results tell you which player has just made an important impact on the game—it might be a big hit, baserunning or defensive play; or in the case of a pitcher, a clutch strikeout or even a stretch of good pitching over a number of innings.

When a player makes an impact as shown on the chart, place a coin on their baseball card. Players may make multiple impacts during the game; one who makes 3 or more has truly excelled, and one who makes 5 or more impacts has had an historic game!

If the player in the #9 slot is a pitcher and a result of 9 is achieved, consider it a big hit or key sac bunt by the pitcher!

After 10 dice rolls are made and 10 coins placed, the game ends. In case of a tie, however, there are abstracted extra innings; simply continue play until there is a winner.

PITCHING CHANGES

As soon as a team's 9 position players combine to meet **any** of the requirements below, the opponent must immediately take out its starting pitcher:

1. They have accumulated their 3rd coin, or
2. They have accumulated their 2nd coin and there are 2 or fewer coins left to be placed, or
3. They have accumulated their 1st coin, there are 2 or fewer coins left to be placed, and their team has scored 2 or more runs, or
4. The game has gone into extra innings.

When the starter exits, a relief pitcher of your choice takes his place. It can be any relief pitcher except for the pitcher considered to be the team's **closer**. In general, designate the closer as the player with the **most saves** on the staff during the season.

As soon as a team's 9 position players have accumulated 1 coin against a reliever, the opponent must immediately replace him.

When a team is down to its last reliever, he must stay in for the rest of the game.

BRINGING IN A CLOSER

A closer **only**, and **always**, comes into the game in two cases:

1. Immediately after the 9th Impact roll, if his team is ahead by 1, 2, or 3 runs, or
2. The game goes to extra innings **and** all other relievers have been used.

NO-HITTERS AND PERFECT GAMES: If a starting pitcher accumulates 7 coins and the opponent never scores, he has pitched a no-hitter. If a starting pitcher accumulates 8 coins, he has pitched a perfect game!

Playing multiple games

Keep track of player performance across multiple games using the scoresheets provided. Remember to vary your lineup, your starting rotation, and your bullpen. Starmaker Baseball is a loose game that allows you to really nuance the narrative, so why not aim for high drama? Make roster changes in-game at will, and even bump struggling or overlooked players higher on the impact hierarchy just for fun...

The Impact chart

The Impact results 1-9 correspond to a player's spot on their row of cards, counting from left to right. For example, rolling a result of 4 on the chart means that the 4th player from the left has made an impact; place a coin on his card. A **P** means it is a **pitcher** who has made the impact from the mound, so he gets the coin.

Gray-shaded text means that the **home** team's player makes the impact; **no shading** means the **visiting** team's player makes the impact.

ASTERISKED RESULTS:

* If the **opponent** has a CLOSER or ACE is on the mound, change this result to a **P** result, with the impact made by that CLOSER or ACE. There is NO scoring.

** If a regular, non-Ace **reliever** is on the mound, change the **P** result to the result shown in parenthesis.

If a **BLACK** shaded number is rolled, resolve the result and coin placement normally; then, the result of the game's **NEXT** Impact roll means that whatever player makes impact makes a strong *negative* one. For position players, this can mean a devastating error in the field, a baserunning blunder, failing at the plate in a critical moment or even in multiple at-bats, etc. For a pitcher, it instead means he is found during a mound visit to have lost his stuff and **must come out of the game immediately**.

In the case of **negative** impact, do **NOT** add a coin to a player's card and do **NOT** record any runs; instead, place the coin off to the side, spent.

The Scoring chart

If the result of an impact play is that a coin is added to a **position player** rather than a pitcher on the mound, the 4th die rolled will tell you the number of runs that the impact player's team has scored thanks in large part to his efforts. Use the lefthand chart unless otherwise noted.

A **P** result on the Impact chart means it is a **pitcher** who has made the impact from the mound, and there is **no scoring**.

The Impact chart

<i>dice</i>	<i>result</i>	<i>dice</i>	<i>result</i>	<i>dice</i>	<i>result</i>	<i>dice</i>	<i>result</i>	<i>dice</i>	<i>result</i>	<i>dice</i>	<i>result</i>
111	P (1)**	211	P	311	1*	411	2*	511	3	611	5
112	P (1)**	212	P	312	1*	412	2*	512	3	612	5
113	P (2)**	213	P	313	1*	413	2*	513	3	613	5
114	P (2)**	214	P	314	1*	414	2*	514	3	614	5
115	P (3)**	215	P	315	1*	415	2*	515	3	615	5
116	P (3)**	216	P	316	1*	416	2*	516	3	616	5
121	P (4)**	221	P	321	1*	421	2	521	3	621	6*
122	P (4)**	222	P	322	1*	422	2	522	3	622	6*
123	P (5)**	223	P	323	1*	423	2	523	3	623	6*
124	P (6)**	224	P	324	1*	424	2	524	3	624	6
125	P (7)**	225	P	325	1	425	2	525	3	625	6
126	P (8)**	226	P	326	1	426	2	526	3	626	6
131	P (9)**	231	P	331	1	431	2	531	4*	631	6
132	P (1)**	232	P	332	1	432	2	532	4*	632	6
133	P	233	P	333	1	433	2	533	4*	633	6
134	P	234	P	334	1	434	2	534	4*	634	6
135	P	235	P	335	1	435	2	535	4*	635	7*
136	P	236	P	336	1	436	2	536	4*	636	7*
141	P	241	P	341	1	441	2	541	4	641	7*
142	P	242	P	342	1	442	2	542	4	642	7
143	P	243	P	343	1	443	2	543	4	643	7
144	P	244	P	344	1	444	2	544	4	644	7
145	P	245	P	345	1	445	2	545	4	645	7
146	P	246	P	346	1	446	2	546	4	646	7
151	P	251	P	351	1	451	2	551	4	651	8*
152	P	252	P	352	1	452	2	552	4	652	8*
153	P	253	P	353	1	453	3*	553	4	653	8
154	P	254	P	354	1	454	3*	554	4	654	8
155	P	255	P	355	1	455	3*	555	4	655	8
156	P	256	P	356	1	456	3*	556	5*	656	8
161	P	261	P	361	1	461	3*	561	5*	661	9*
162	P	262	P	362	1	462	3*	562	5*	662	9*
163	P	263	P	363	1	463	3*	563	5*	663	9
164	P	264	P	364	2*	464	3	564	5	664	9
165	P	265	P	365	2*	465	3	565	5	665	9*
166	P	266	1*	366	2*	466	3	566	5	666	9

The Scoring chart

4 th die is a:	Team scores...	Team scores...
1	1 run (0 runs against an Ace starter)	0 runs (Favorite scores 1 run)
2	1 run (0 runs against a Closer)	0 runs (Heavy Favorite scores 1 run)
3	2 runs (1 run against an Ace starter)	0 runs (Heavy Favorite scores 1 run)
4	2 runs	1 run (Underdog scores 0 runs)
5	3 runs	2 runs (Heavy Underdog scores 0 runs)
6	Re-roll, consult the chart to the right	4 runs

This scoresheet allows for tracking details of a game, and for tracking your rotation and relief pitcher usage across multiple games, or you may wish to merely keep track of the score. Use the 'Stars' rows to make note of who truly excelled, and perhaps how many coins they achieved. In this way, the MVP of a series or maybe a whole season can be determined!

VISITORS	HOME	VISITORS	HOME	VISITORS	HOME
Score	Score	Score	Score	Score	Score
Starter	Starter	Starter	Starter	Starter	Starter
Relievers used	Relievers used	Relievers used	Relievers used	Relievers used	Relievers used
Stars	Stars	Stars	Stars	Stars	Stars
VISITORS	HOME	VISITORS	HOME	VISITORS	HOME
Score	Score	Score	Score	Score	Score
Starter	Starter	Starter	Starter	Starter	Starter
Relievers used	Relievers used	Relievers used	Relievers used	Relievers used	Relievers used
Stars	Stars	Stars	Stars	Stars	Stars
VISITORS	HOME	VISITORS	HOME	VISITORS	HOME
Score	Score	Score	Score	Score	Score
Starter	Starter	Starter	Starter	Starter	Starter
Relievers used	Relievers used	Relievers used	Relievers used	Relievers used	Relievers used
Stars	Stars	Stars	Stars	Stars	Stars