



THE ROAD TO THE MAJORS

BY ANTONIO MEGNA

THE ROAD TO THE MAJORS

The Road to the Majors

A Roleplaying Game by Antonio Megna

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Introduction

This is a RPG where you will create a single baseball player and take him through his entire professional career. You will get drafted by a Major League Team, start in AA and have to work your way up training and developing your player so he can be the best of the best. How far will you go?? The Majors?? All-Star Game?? Cooperstown?? Find Out Now!!

What will I find in here??

You will find everything you need to play this game to the fullest of its abilities. You will find all the instructions you need and all the charts to create your player and play the game. The only materials you will need outside of this game is some dice and baseball cards which will represent the team you are playing, of course unless you're crazy enough to create teams using the character creation.

What is an RPG??

An RPG is a role-playing game where you can create a single character and take them through a story, in this case, a baseball career.

How many people do I need to play??

You only need yourself. This game is fully compatible with solitaire play, but I warn you, if you cheat, it will not be as fun. This game can also be played with multiple players. If so, one player should be the Games Master. His/her job will be to play the part of the umpire, team owner, team manager, opponent's team, and league commissioner.

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This chapter is solely for the purpose of creating your player in the game. He will be the player that you take through a professional baseball career. Choose wise and carefully.

The first step in creating your player is to decide which position he will play. This can always change in your career, whether chosen by you and demanded by your manager. The only problem is that your fielding abilities will decline when you do so because it isn't your natural position. Here's your choices:

- Catcher
- First Base
- Second Base
- Third Base
- Shortstop
- Left Field
- Center Field
- Right Field
- Starting Pitcher
- Closer
- Middle Reliever

When you change positions, you must determine how much your fielding skills decline. To do so, you must roll 1D10+5 and subtract that from all your fielding skills. The only exception is if your going from a fielding position to pitcher, pitcher to fielding position, or any position to catcher. In this case, then you should roll 2D10+10 and subtract that from all totals.

In this step, you will determine what kind of player you want to be based on your position. They each have their own advantages and disadvantages so be careful. You will be able to train and increase these values so don't worry, they're supposed to be terrible. The stats that are pre-determined will be the base stats that use to determine your player's stats. The stats are what the game revolves around, you will use them when you play the game by matching them up with the charts and seeing what you need to roll to get a certain thing such as a hit or strikeout. The stats will also help the GM or yourself if you're playing solo, to determine your salary and other such things.

Player Creation

Step 1: Choose your Position

Changing Positions

Step 2: Choose your Player Type

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Batters

Bad Att.	Player	Good Att.	Description of player
G, AVG, HR, 2B, RBI, SO	Speedster	SB, R, 3B, OBP, BB	A player who won't hit for a ton, if any, power, but can run and get on base like crazy
SO, SB, R, G, OBP, AVG, 3B	Slugger	HR, RBI, BB, 2B	A player who won't hit for a high average or get on base a ton, but will hit for a ton of power and drive in those runs
RBI, HR, SB, R, BB, 3B	5-Tool	AVG, OBP, G, 2B, SO	A player who doesn't excel in any one particular area but can do everything at a high level
HR, 3B, 2B, R, SB, RBI	Machine	AVG, OBP, G, BB, SO	A player who can do anything on the field, but does not excel in anything except just pure hitting

Player Type	AVG	OBP	HR	3B	2B
Speedster	0.210	0.250	0	2	2
Slugger	0.200	0.220	10	0	6
5-Tool	0.215	0.235	5	1	5
Machine	0.220	0.240	2	1	3

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Player Type	RBI	SO	BB	R	SB	G
Speedster	5	15	15	15	10	100
Slugger	15	20	25	10	0	80
5-Tool	8	5	15	5	5	110
Machine	6	10	10	2	2	120

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Pitchers

Bad Att.	Player	Good Att.	Description of player
BB, SO, WHI P	Bulldog	ERA, IP, W/ SVs	A pitcher you want to be on the mound in the tough games and will do anything to win
W/ SVs, ERA, SO	Crafty	BB, WHI P, IP	A pitcher who uses his junk to slip past pitchers, will eat up innings and give the team a chance day in day out
WHI P, BB, IP, ERA	Power	SO, W/ SVs	A pitcher who tries to blow everything by the batters, will win his fair share, but chances are, won't be on the mound in the 9th
ERA, W/ SVs, BB, SO	Knuckleballer	IP, WHI P	A pitcher who's sole purpose in life is to throw the knuckleball, he will eat up innings and give the team a chance everyday, but probably won't be the big 20 game winner everyone loves

Player Type	ERA	W/ SVs	IP	BBs	SOs	WHIP
Bulldog	4.50	5/1	100/40	40/12	85/30	1.40
Crafty	4.70	3/2	95/35	35/10	70/15	1.35
Power	4.55	4/4	75/20	50/20	80/25	1.50
Knuckleballer	4.65	3/0	85/30	45/15	75/20	1.45

Step 3: Picking your High School

Now you must pick where you went to high school - each school having their different benefits. You will notice that a normal high school has no benefits and be wondering why would I ever choose that? Well, you might choose that because it has no disadvantages to it. Each High School has their own pre-determined stats. You will take these stats and add them to your base stats previously determine in the last step.

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Age 16

High Schools	Hitting Benefit	Pitching Benefit
Normal High School	Nothing	Nothing
American Baseball High School	RBI	SO
Latin High School	SB	IP
Dominican Republic High School	HR	BB
Korean High School	OBP	WHIP
Japanese High School	AVG	ERA

Hitters

High School	RBI	SO	BB	R	SB	G
Normal	+3	+0	+0	+2	+0	+10
American Baseball	+8	+5	+2	+1	+1	+8
Latin	+2	+2	+1	+4	+5	+12
Dominican Republic	+6	+6	+8	+3	+0	+6
Korean	+2	+3	+2	+2	+1	+8
Japanese	+1	+5	+4	+3	+2	+10

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High School	AVG	OBP	HR	3B	2B
Normal	+0.005	+0.010	+0	+0	+1
American Baseball	+0.003	+0.008	+1	+0	+1
Latin	+0.008	+0.010	+0	+1	+1
Dominican Republic	+0.002	+0.005	+3	+0	+2
Korean	+0.010	+0.015	+1	+1	+1
Japanese	+0.020	+0.022	+0	+1	+0

Pitchers

High School	ERA	W/ SVs	IP	BB	SOs	WHIP
Normal	-0.05	+1/+1	+5	-2	+2	-0.02
Amer. Baseball	-0.05	+2/+1	+3	+5	+8	-0.03
Latin	-0.08	+1/+1	+10	-0	+2	-0.08
Dominican Republic	-0.05	+1/+2	+3	-8	+2	-0.06
Korean	-0.06	+2/+1	+5	-2	+3	-0.15
Japanese	-0.10	+2/+2	+6	-3	+3	-0.08

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This is basically the same as in the last step. You will pick where you went to college and use the pre-determined stats to add on to your player stats. The difference?? The only difference is that this will determine your age depending on the college you go to. If you go to any of the division schools, they will help your stats, but you will go into the draft at age 22. If you go to community college, you will only be average in everything, but you will go into the draft at age 20. Another option is that you can just completely skip college and go into the draft after high school making your stats lower, but your age will only be 16.

Step 4: Picking your College

Age 20/22

Colleges	Hitting Benefit	Pitching Benefit	Age
Division 1	AVG	ERA	22
Division 2	OBP	WHIP	22
Division 3	HR/SB (choice)	SO/BB (choice)	22
Community*	Nothing	Nothing	20

Advantage of having nothing as benefits: everything is average, nothing goes down

Hitters

College	AVG	OBP	HR	3B	2B
Division 1	+0.010	+0.012	+2	+0	+3
Division 2	+0.008	+0.018	+1	+0	+2
Division 3	+0.005	+0.008	+5/+0	+0	+2
Community	+0.006	+0.010	+1	+1	+2

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College	RBI	SO	BB	R	SB	G
Division 1	+5	-2	+2	+2	+0	+5
Division 2	+3	-1	+1	+1	+1	+10
Division 3	+3	-0	+2	+2	+5/+0	+15
Community	+3	-1	+1	+1	+2	+12

Pitchers

College	ERA	W/ SVs	IP	BB	SOs	WHIP
Division 1	-0.15	+2/+2	+5	-2	+2	-0.02
Division 2	-0.10	+1/+1	+6	-5	+3	-0.08
Division 3	-0.08	+1/+1	+5	-8/-3	+8/+2	-0.05
Community	-0.10	+1/+1	+5	-4	+4	-0.06

Step 5: Determining your Defensive Ratings

You have three defensive ratings you must determine, your range, arm, and glove, all being between 0 and 100. To determine these, there are 2 methods: random or points.

Points: You will get 125 points to use between the three of them and you may put as many or as little points as you'd like in any section.

Random: Roll a 2D6*7 for each category and that will be your rating.

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You may train your player so that he can improve his stats and become a better player as you play. You may train 3 times per month: the 1st, 15th, and 30th of each month. In the offseason, you may train 2 times as well. You will pick what type of training you would like to do first. Next to the type of training, you will see what attribute it correlates with. When you train, you automatically get 25 skill points (SPs) to use towards any stat that has to do with that attribute. You can split that 25 points up in any way you'd like. You can see in the chart what stat correlates with what attribute.

The number to level up is how many skill points you will need to level that stat up 1. For example: if you put 150 SPs into HRs, then you will get +1 to your HR total while if you put 100 SPs into your AVG, it will get a +1. It evens out over time because of the difference in how many SPs you need. To obtain SPs, you will either have to train, or play well in games. You can determine a reasonable amount of SPs (or the GM will) after each game you play that you should be awarded and can use towards any stat category. A reasonable amount would be like 25 for first career hit, 50 for 2 HR game, 10 for a HR, 25 for 4+ RBIs, etc. You may determine that. Finally, depending on your age, you will get certain benefits for training and developing. You may check the chart depending on your age.

You will train three times per month: The 1st, 15th, and 30th, of each month in season and 2 times for the offseason

Step 6: Training and Developing your Player

Training

Types of Training	Attribute
Weight Lifting	STR
Plyometrics	AGY
Jog	END
Repetition	COOR
Work with Coaches	INT

Every time you train, that attribute you train will automatically let you level up any category that pertains with that attribute by 1

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Skills

Stat	Attribute	Skill Points needed
Batting		
AVG	Coordination	100
OBP	Intelligence	100
RBI	Strength	125
HR	Strength	150
3B	Agility	175
2B	Strength	150
SB	Agility	150
R	Intelligence	125
G	Endurance	150
BBs	Intelligence	125
SOs	Coordination	125
Pitching		
ERA	Intelligence	100
W/SVs	Intelligence	175
IP	Endurance	125
BBs	Coordination	125
SOs	Strength	125
Defense		
Arm	Strength	150
Glove	Coordination	150
Range	Agility	150

Each time you invest the certain amount of skill points to level that unit up, it goes up by 1 or down 1 depending on which direction is better for that category

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Example list of skill points rewards

Skill Point Awards

Event	Award
No Hitter	500
Perfect Game	750
First Hit	50
First RBI	50
Multi-Hit Game	25
Multi-HR Game	50

Obviously more can be added, up to your discretion

Your age depends on when you enter the draft. The choices are:

- After High School without college: 16
- After attending Community College: 20
- After attending Division College: 22

Your age will increase by 1 after every season has completed. For example: In your rookie season, let's say you're 22. The day after the last game of the season, your player will gain +1 to his age.

Congratulations!! Your player is complete!! Good Luck in your Career.

Step 7: Age

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Age Groups

Age	Training
16 - 18	You may train 1 extra time per month
19 - 21	You may choose two categories and each will level up 20, once at the beginning and end of each year
22 - 24	You may choose four categories and you will have 30 level ups to use between them, once at the beginning and end of each year
25 - 27	You may choose five categories and you will have 40 level ups to use between them, once at the beginning and end of each year
28 - 31	You may choose as many categories as you like with 50 level ups to use between them, only once throughout year at beginning
32 - 34	You must choose two categories and you have 10 levels to decline between them, only once throughout year at the end
35 - 37	You must choose three categories and you have 20 levels to decline between them, once at the beginning and end of each year
38 - 39	You must choose five categories and you have 30 levels to decline between them, once at the beginning and end of each year
40 - 42	You must choose from as many categories as you like with 50 levels to decline between them, once at the beginning and end of each year
43+	Every category will decline by 10 at the beginning and end of each year

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How do I set the game up??

Picking Your Team

After creating your player, the next thing to do is to pick your team. There's two ways to do this: you can manually pick which team you want to be on or you can enter the draft. How's that work??

Manual:

Out of the thirty major league teams, you can pick whatever one you want and you automatically are placed on their AA team. Be careful though, sometimes your favorite team isn't always the best choice. For example, it's probably not a good idea to be a 2B on the Yankees because Robinson Cano is their 2B, someone who will never be passed up.

Draft:

You can enter the draft and randomly roll to see who you are picked by. To do this, roll a 1D6 to determine what division you'll be in (1 = NL West, 2 = NL Central, 3 = NL East, 4 = AL West, 5 = AL Central, 6 = AL East). Next, roll another 1D6 to determine the exact team you are on. Number the teams from worst to best record wise and when you exceed the number, start numbering again. For example, if you roll a 6 and get the AL East as the division, you'd number the teams as such. 1 = Orioles 2 = Blue Jays 3 = Red Sox 4 = Rays 5 = Yankees 6 = Orioles (using last year's standings).

Where to Start??

You will start on your team's AA team trying to work your way up to the major league squad. You will automatically get a starting spot for the position you play on the AA team. To determine where in the lineup you are, either the GM will determine it or you can roll a 1D10 with 1 – 9 represent your spot in the order and 0 meaning you can pick any spot you'd like. Spots 1 through 5 will get 4 at-bats and make 4 defensive plays per game while spots 6 through 9 only get 3 at-bats and 3 defensive plays.

Promotions and Demotions

You may be wondering how you will know when you are called up to the next level or demoted back down a level. Well, the way to determine that is by a notice system. You will have so many notice points to be promoted and so many to stay at a certain level. If you fall short of the notice points need to stay on that level, you will be demoted. The lowest level is AA and the highest is the Majors.

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Level	To Stay	Promotion
AA	0	75
AAA	25	100
MLB	65	0

Playing the Game

Finally, we are getting the fun, in-depth part. This is the section you want and need to read. It will tell you how you play the game and determine the results and everything you'll need to take your player through the games he so desires to play.

Hitters

Step 1: Situations

Alright, the way you will start every game is with your first at-bat of the game. You will start off by rolling a percentage die (rolling 2D10s and using one as tens and the other as ones) and determining what the situation is in your first at-bat. Exceptions are for first at-bats, the number 1 hitter will bat with no one on, no outs. Everyone else will have all the options available so that the game will run more smoothly and there aren't as many charts to figure out. If you want to go in-depth and find out the chances of each at-bat for each spot, go ahead be my guest, I applaud you. You will start every at-bat by rolling the situation first.

Situation

Runners	Outs	Roll
Nobody	0	1 -- 8
Nobody	1	9 -- 16
Nobody	2	17 - 24
1st	1	25 - 32
1st	2	33 - 39
1st	0	40 - 46
2nd	1	47 - 52
2nd	2	53 - 58
2nd	0	59 - 64
3rd	1	65 - 68
3rd	2	69 - 72
3rd	0	73 - 76

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Runners	Outs	Roll
1st and 2nd	1	77 - 79
1st and 2nd	2	80 - 82
1st and 2nd	0	83 - 85
1st and 3rd	1	86 - 87
1st and 3rd	2	88 - 89
1st and 3rd	0	90 - 91
2nd and 3rd	1	92 - 93
2nd and 3rd	2	94 - 95
2nd and 3rd	0	96 - 97
Bases Loaded	1	98
Bases Loaded	2	99
Bases Loaded	0	100

To determine the innings for each at-bat, you may use the chart below. The innings will help tell you if there is a clutch situation or not.

At-Bat	Inning
1	1 – 3
2	3 – 5
3	5 – 6
4	7 – 9

Clutch Situations have their own special advantages you will use. If you are batting in a clutch situation, you should skip the normal chart advantages completely and just use the clutch situation advantages to determine if there is a hit or not. There are also adjustments that are made by the pitcher's Wins/Saves stat, depending on which he has. Use the charts to determine the adjustment that will be made to the hitter's RBIs.

A clutch situation is when you bat in one of 3 situations: bases loaded, a runner in scoring position with 2 outs, or when you are batting in the 7th inning or later.

Step 2: Determining the Inning

Step 3: Determining Clutch Situations

What is a "Clutch Situation"??

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Clutch Situations

RBI's

$$0 - 29 = +0$$

$$30 - 49 = +5$$

$$50 - 69 = +10$$

$$70 - 89 = +15$$

$$90 - 94 = +18$$

$$95 - 99 = +20$$

$$100 - 109 = +25$$

$$110 - 119 = +30$$

$$120 - 124 = +35$$

$$125 - 129 = +40$$

$$130 - 149 = +45$$

$$150+ = +50$$

Only use when hitter has advantage

Wins

Only use when Pitcher has the advantage

$$0 - 1 = -0$$

$$2 - 4 = -5$$

$$5 - 6 = -10$$

$$7 - 9 = -15$$

$$10 - 11 = -20$$

$$12 - 14 = -25$$

$$15 - 16 = -30$$

$$17 - 19 = -35$$

$$20 = -40$$

$$21 - 23 = -45$$

$$24+ = -50$$

Adjustments made to batter's AVG

Saves

Only use when Pitcher has the advantage

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$$0 - 4 = -0$$

$$5 - 9 = -5$$

$$10 - 14 = -10$$

$$15 - 19 = -15$$

$$20 - 24 = -20$$

$$25 - 29 = -25$$

$$30 - 34 = -30$$

$$35 - 39 = -35$$

$$40 - 44 = -40$$

$$45 - 49 = -45$$

$$50+ = -50$$

Adjustments made to batter's AVG

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Step 4: Determining Advantages

A big key behind this game is determining who has the advantage in the at-bat. This is supposed to simulate who has the advantage in the count, for example, a 2-1 count would be a hitter's advantage raising his average while a 0-2 would be a pitcher's advantage lowering the hitter's average. You can use the chart provided to determine who has the advantage.

Advantage

Hitter (AVG)	Pitcher Adjustment (ERA)
.000 - .049 = 1	0.00 = -100
.050 - .099 = 5	0.01 - 0.74 = -90
.100 - .149 = 10	0.75 - 0.99 = -80
.150 - .199 = 20	1.00 - 1.19 = -75
.200 - .219 = 25	1.20 - 1.49 = -70
.220 - .239 = 30	1.50 - 1.69 = -60
.240 - .249 = 40	1.70 - 1.99 = -55
.250 - .269 = 50	2.00 - 2.29 = -50
.270 - .279 = 55	2.30 - 2.49 = -45
.280 - .289 = 60	2.50 - 2.69 = -40
.290 - .299 = 65	2.70 - 2.89 = -35
.300 - .314 = 70	2.90 - 3.19 = -30
.315 - .329 = 75	3.20 - 3.49 = -25
.330 - .349 = 80	3.50 - 3.74 = -20
.350 - .374 = 90	3.75 - 3.99 = -15
.375 - .399 = 95	4.00 - 4.29 = -10
.400+ = 100	4.30 - 4.69 = -5
	4.70+ = -1

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The way you will determine if your batter gets a hit or is out will be to use the batter's AVG stat adjusted by one of two choices. If, in the previous step, you determined the hitter has the advantage, then you will use the hitter's OBP stat to adjust his batting average. On the other hand, if you determined the pitcher has the advantage, then you shall use the pitcher's WHIP stat to adjust as seen in the charts. Everything will be added or subtracted from the hitter's average with the final result being reduced to a two digit number, third digit rounding up if 5 or above, down if 4 or below. For example, if the hitter has the advantage with a .410 OBP and a .312 AVG, then to determine if he gets a hit, his AVG will be adjusted to .332 because of the +20 from the .410 OBP. Then you will change the .332 to 33 because the 2 rounds down. 33 is then the number or anything lower you must roll to get a hit, if you roll higher, the batter is out.

Step 5: Determining Hit or Out

$$0.00 - 0.29 = -8/4/7$$

$$0.30 - 0.59 = -8/4/6$$

$$0.60 - 0.74 = -7/4/5$$

$$0.75 - 0.84 = -6/3/5$$

$$0.85 - 0.89 = -5/3/4$$

$$0.90 - 0.94 = -4/2/4$$

$$0.95 - 0.99 = -3/2/3$$

$$1.00 - 1.09 = -2/1/2$$

$$1.10 - 1.29 = -1/1/1$$

$$1.30+ = -0$$

Pitcher Adjustment (WHIP)

Adjustment only made if hitter gets a hit when the pitcher has the advantage

Slashes = Home Run/Triple/Double

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Step 6: Determining Type of Out

You will use the “Type of Outs” chart. To read it, simply roll a percentage die and the out with the percentage you rolled is what the type of out is.

Type of Outs

Out	Roll
Fly Out to Left	1 -- 10
Fly Out to Center	11 -- 20
Fly Out to Right	21 - 30
Ground Out to Third	31 - 40
Ground Out to Shortstop	41 - 50
Ground Out to Second Base	51 - 60
Ground Out to First Base	61 - 70
Ground Out to Pitcher	71 - 73
Ground Out to Catcher	74
Pop Out to Third Base	75
Pop Out to Shortstop	76
Pop Out to Second Base	77
Pop Out to First Base	78
Pop Out to Pitcher	79
Pop Out to Catcher	80
Line Out to Left	81
Line Out to Center	82
Line Out to Right	83
Line Out to Third	84 - 85
Line Out to Shortstop	86
Line Out to Second Baseman	87
Line Out to First Baseman	88 - 89
Line Out to Pitcher	90
Foul Out to Left	91

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Out	Roll
Foul Out to Center	92
Foul Out to Right	93
Foul Out Third	94
Foul Out Shortstop	95
Foul Out Second Baseman	96
Foul Out to First Baseman	97
Foul Out to Catcher	98
Foul Out to Pitcher	99
Error (0 = HBP, 1 - 9 = Position)	100

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Step 7: Determining Type of Hit

To determine the type of hit a batter got, you must use the "Type of Hits" chart. The first step is to check how many HRs, 3Bs, and 2Bs your player has in that stat category. These will determine what you must have rolled. You will use the percentage roll that you rolled to attempt to get a hit on to figure out what type of hit as well. You will first determine his HRs. You will match how many HRs he has with the +number which determines from 1 – what numbers you will need to roll to get a HR. Then 3Bs is next doing the same except adding on to HRs. 2Bs then are the same just adding onto 3Bs.

Hits

Hitter (AVG)
 .000 - .014 = 1
 .015 - .024 = 2
 .025 - .034 = 3
 etc. Round 2nd # of average

Hitter Advantage (OBP)	Pitcher Adjustment (WHIP)
.000 - .049 = +1	0.00 = -25
.050 - .099 = +2	0.01 - 0.49 = -22
.100 - .149 = +3	0.50 - 0.69 = 20
.150 - .199 = +5	0.70 - 0.89 = -18
.200 - .229 = +6	0.90 - 0.94 = -15
.230 - .249 = +7	0.95 - 0.99 = -12
.250 - .274 = +8	1.00 - 1.04 = -10
.275 - .299 = +9	1.05 - 1.09 = -9
.300 - .329 = +10	1.10 - 1.14 = -8
.330 - .349 = +12	1.15 - 1.19 = -7
.350 - .369 = +15	1.20 - 1.24 = -6
.370 - .399 = +18	1.25 - 1.29 = -5
.400 - .419 = +20	1.30 - 1.39 = -3
.420 - .449 = +22	1.40 - 1.69 = -2
.450+ = +25	1.70+ = -1

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Type of Hit

Home Run	Triple	Double
0 - 4 = +1	0 - 1 = +1	0 - 9 = +1
5 - 9 = +2	2 - 3 = +2	10 - 19 = +2
10 - 14 = +3	4 - 5 = +3	20 - 24 = +3
15 - 19 = +4	6 - 8 = +4	25 - 29 = +4
20 - 24 = +5	9+ = +5	30 - 34 = +5
25 - 29 = +6		35 - 39 = +6
30 - 39 = +7		40 - 49 = +7
40 - 49 = +8		50+ = +8
50+ = +9		

A hitter has 22 HRs, 3 3Bs, and 36 2Bs with the adjusted .332 AVG. He rolls a 14. The 22 HRs is a +5 meaning he needed a 1 – 5 to get a hit so he doesn't get a HR. Then he has 3 3Bs resulting in a +2 meaning that he needed a 6 – 7 to get a 3B so no 3B. Finally, he has 36 2Bs getting him a +6 meaning he needed an 8 – 13 to get a 2B. The final result then is he just missed a 2B by 1 giving him a single. The only exception to these rules is when the hitter has the advantage in an at-bat and the hitter still gets a hit. You will use the pitcher's WHIP to adjust each type of hit stat determined by the adjustment chart. If a hitter has a +4 for HRs, but got a hit with a pitcher advantage with the pitcher's WHIP being 1.02, then his HRs go from +4 to +2. The slashes are HRs/3Bs/2Bs.

For Example

You will only be able to walk when your hitter has the advantage, not the pitcher. You will determine what the walk bonus is by using your hitter's walks stats with the pitcher walks/IP ratio. First, start with your hitter's walks. You will match up the walk stat for your hitter with the chart and that will give you a raw bonus. Then you must determine the pitcher's walk/IP ratio. Once that is determined, you will use the chart to see the adjustment rate and then apply it to the raw bonus so you have your final bonus. That bonus is then added on to what you need for a hit and if you roll those numbers, your batter walks. For

Step 8: Walks

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example, a batter has 85 walks which will give him a +5 raw bonus. The pitcher then lies in the ratio of between half and less than 1 for his walks/IP ratio giving him a +1. Overall then, the hitter has a +6 bonus. Let's say he has a .332 adjusted AVG so to get a hit would be 1 -33, then to walk he needs a 34 - 39.

Walks

You can walk only if the hitter has the advantage

Hitter's Walks	Pitcher Adjustment
0 - 19 = +1	Less than half IP = +0
20 - 39 = +2	Half to less than IP = +1
40 - 59 = +3	IP to less than Double IP = +2
60 - 79 = +4	Double IP+ = +3
80 - 99 = +5	
100 - 114 = +6	
115 - 129 = +7	
130+ = +8	

Example, AVG with adjustment is .330, then the hitter has 65 BBs and the pitcher has 35 BBs in 70 IP

To get a hit, it'd be 1 - 33 and then walk is +5 so to walk it's 34 - 38

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Strikeouts works the same way as walks with one exception, you can only strikeout when the pitcher has the advantage. Basically you'll match the hitter's strikeout stat to the chart for a raw bonus and then adjust it by matching the pitcher's SO/IP ratio and you'll get your bonus.

You can only strikeout if the pitcher has the advantage

Step 9: Strikeouts

Strikeouts

Hitter's Strikeouts	Pitcher Adjustment
0 - 29 = +0	Less than half IP = +1
30 - 49 = +1	Half to less than IP = +2
50 - 69 = +2	IP to less than Double IP = +3
70 - 74 = +3	Double IP+ = +4
75 - 79 = +4	
80 - 89 = +5	
90 - 99 = +6	
100 - 109 = +7	
110 - 119 = +8	
120 - 149 = +9	
150+ = +10	

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Step 10: Stealing

Once you're on base, you have the option to steal as many bases you'd like. To do this, you must use the hitter's stolen bases stat along with what the catcher's arm rating. First, you will use the hitter's stolen bases stat and match it up with the table which will give you three numbers. The first number is what you need to steal second, the second number is to steal third, and the third number is to steal home. You will be rolling percentage dice to determine this. Now you have an option, you may make it easy on yourself and just use those numbers alone to determine what you need to steal a base, or you may add extra depth by making adjustments with the catcher's arm rating. If you use the catcher's arm rating, you will match his arm rating up with the table below which will give you three numbers that you will use to adjust the steal ratings.

Stolen Bases

0 - 4 = 5/4/1

5 - 9 = 10/5/1

10 - 14 = 20/6/2

15 - 19 = 35/8/2

20 - 24 = 50/12/2

25 - 29 = 60/20/2

30 - 39 = 70/25/3

40 - 49 = 80/30/4

50 - 99 = 85/45/4

100+ = 95/55/5

Slashes = Steal 2nd/Steal 3rd/Steal Home

Catcher Adjustment (optional)

EASY WAY

Years experience (1 year = at least 50 gms)

0 - 1 = +5

2 - 4 = +0

5 - 6 = -5

7 - 8 = -10

9 - 11 = -25

12+ = -40

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ADVANCED WAY

based on arm (no stat available)

Horrible = +5

Average = +0

Good = -5

Great = -10

All-Star = -25

Hall of Fame = -40

Rating	Adjustment
1 – 24	-5/2/1
25 – 49	-10/4/2
50 – 74	-20/5/2
75 – 84	-30/8/3
85 – 89	-35/10/4
90 – 94	-40/12/5
95 – 99	-45/15/8
100	-50/20/10

Your hitter may attempt a hit and run if he so chooses or the manager asks him to. You will roll for a hit the same way as before. The difference is that if the hitter gets a hit, then the runners will advance as many bases as they normally would on that play with an addition of one. Basically, if the hitter hit a single, instead of just advancing to second like the runner normally would, he goes to third. The runner may try to advance an extra base after that using the Advancement Charts (coming up soon). If the hitter were to strikeout though, the runner tries for the next base as if he is stealing it. If the hitter gets out putting the ball in play, then one of three things can happen. If the batter hits a groundball, then the runner advances one base and the hitter is out. If the hitter hits a fly ball, then the hitter is out and the batter retreats back to the bag he came from and cannot advance. Finally, if the hitter hits a line drive, then the hitter is out and the runner is

Step 11: Hit and Run

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doubled off.

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Roll for hitter as normal for situation, then, if hit, runners advance 1 extra base than would have without H&R, may try for extra bases with advancement chart. If out, runners must go back to bag with no chance of advancing.

Hit and Run

A run and hit is very similar to a hit and run in the way it is run and that you may attempt it voluntarily or if the coach asks you. You must call a Hit and Run before you roll for advantages. Once called, if the hitter has the advantage, the hitter rolls as if it's a Hit and Run. Bad things can happen though and if the pitcher has the advantage, the hitter swings and misses and it is played as a stolen base attempt.

Step 12: Run and Hit

If batter has advantage, batter swings and is played as a Hit and Run. If pitcher has advantage, batter does not swing, and played as SB Attempt

Run and Hit

Bunting is one of the simplest things you can do in this game, just roll a percentile dice and follow the table. There are two types of bunts, a sac bunt where you're just trying to basically get it down and giving yourself up or there's the drag bunt when you're trying to place it perfectly while being able to beat it out to first. For a normal bunt, simply roll a percentile dice and follow the normal bunt chart. For a drag bunt though, it's a little more complicated. You will use the Drag Bunt chart which correlates with the hitter's stolen bases stat. Basically you match the hitter's stolen base stat with the chart and the chart will tell you what you need for a successful bunt. There are two automatic adjustments that are made for only drag bunts, if they apply. The first is all lefties doing a drag bunt get a +5 bonus automatically. If that lefty has 30 or more stolen bases though, he will get another +5 bonus, or overall, a +10 bonus. No bonuses are given to righties (sorry, you're on the farther side of the box).

Step 13: Bunting

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Bunting

Sacrifice	Drag (SB)
Successful = 1 - 70	0 - 24 = 1 - 25
Lead Runner Thrown Out = 71 - 95	25 - 29 = 1 - 35
Double Play = 96 - 99	30 - 34 = 1 - 40
Triple Play = 100	35 - 39 = 1 - 45
Plus 5 to Lefties, Plus 10 to Lefty's Drag with 30+ SBs	40 - 49 = 1 - 50
	50 - 99 = 1 - 60
	100+ = 1 - 70

Step 14: Advancing Bases

When you are the runner, you may try to advance bases on hits by the batters. After you get your hit, you may try to see if you will get the chance to advance a base by rolling percentile dice and using this simple chart.

1 - 20	Chance to Advance from current base
21 - 40	Chance to Advance off of a hit
41 - 100	No chance

From Current Base:

This means that the base you are on currently, you may try to advance to the next base. For example, if you get a single, you are currently on first and will get a chance to advance to second.

Off a Hit:

This means that from whatever base you are currently on, you will automatically get to advance one base and you will get to try to advance one more. For example, if you got a double, you are currently on single. If rolled this, you will automatically advance to third and will get the chance to go home.

No Chance:

This means very simply that you will not get the chance to advance.

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If you get the chance to advance, you will use your hitter's run stat and the chart below to determine what percentile roll you will have to achieve to advance. It's very simple, match your runs stat with the table below and you must roll that number or lower.

Advancing

1 – 24	20
25 – 49	35
50 – 69	45
70 – 74	50
75 – 84	60
85 – 94	65
95 – 99	70
100 – 109	75
110 – 119	80
120 – 124	85
125 – 129	90
130 – 139	95
140 – 149	99
150+	100

Pitching

Pitching is basically the same as hitting, except you will roll for every at-bat instead of one. That is, you will roll for every batter you face and take your pitcher's stats into count as well. What makes pitching different and a little more complex is knowing how long you have to rest, when you must be taken out, when you're going to be put in, etc. Well, here are the rules for those!!

Step 1: Endurance

Your pitcher may only pitch so many innings before he gets tired. That's life; we get tired after a while. To find out how long he can pitch, use the chart below using your pitcher's Innings Pitched stat. You may go more than the amount of innings of course, although there is a penalty. For every extra inning you pitch, your ERA stat increases +.25, but it only lasts for the rest of that game. Once you're done pitching, one, you may not come back into the game and two, your ERA goes back down to where it originally was when you first came in to pitch. Also, the moment you pitch past your endurance, you must add 1 extra day to your amount of rest.

For example:

If your pitcher has 165 IP with a 3.50 ERA, he can pitch 7 innings before getting tired. Let's say he's pitching great so the manager leaves him in for the 8th, his ERA then will go up to 3.75. Then he goes out and shuts them down so the manager leaves him go for the 9th. Now his ERA is 4.00. So let's say he throws a complete game, at the end of the game, his ERA goes back down to 3.50. Since he pitched 9 innings then, he must rest at least 4 days, but since he pitched more than his endurance allows, he has to rest an extra day resulting in a total of 5 days for rest.

Pitcher Endurance (IP)

0 - 29 = 1 IP	Rest Time
30 - 49 = 2 IP	0 - 1 IP = 0 Days
50 - 74 = 3 IP	1.1 - 3 IP = 1 Day
75 - 99 = 4 IP	3.1 - 5 IP = 2 Days
100 - 129 = 5 IP	5.1 - 7 IP = 3 Days
130 - 149 = 6 IP	7.1 - 9 IP = 4 Days
150 - 174 = 7 IP	10+ IP = 5 Days

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0 - 29 = 1 IP

Rest Time

175 - 199 = 8 IP

200 - 229 = 9 IP

230+ = 10 IP

If over END, then +25 to ERA each inning and add 1 Day of Rest Time.

Since you don't hit as a pitcher in this game, you must determine how many runs are scored for you. This will also help determine if you get the win, if it's a save opportunity, and will help the manager know if to leave you in or not. To determine how many runs are scored, for each time your team is up to bat, roll a percentile die and match it with the chart below. You will do this for every at-bat you get and will add the runs up as you go to get the score. If you roll an 8+, this means you get 8 runs that inning and another roll. You have a max of 3 rolls.

Runs Scored

Runs Scored

Runs

0	1-35
1	36 - 70
2	71 - 79
3	80 - 86
4	87 - 92
5	93 - 96
6	97
7	98
8	99
8+	100

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Step 2: Getting Pulled Out

There are some cases where your pitcher will automatically get pulled. Then there are others where some managers might pull you out and others wouldn't. For the in-between times, let the GM or logic tell you if the manager pulls you out. Here's a list of times though when you will automatically be pulled out:

- Given up 7+ Runs
- Double Endurance
- After 7 with a save opportunity (as long as not No-Hitter, Perfect Game, or Shutout) (for pitchers with Endurance of 7 or less IP Endurance)
- After 8 with a save opportunity (same as above except for 7 or more IP Endurance)
- If loses special game 2 IP after Endurance

Relief Pitcher: You decide but most of time after 4+ ER or after inning

- Given up 7 or more Runs
- The batter after you reached double your endurance; ex. If endurance is 1 IP, then you can pitch max of 2 IP, but cannot pitch 3rd.
- After 7 IPs if there is a save opportunity if your pitcher has an endurance of 7 IP or less (exceptions are if you're pitching a No-Hitter, Perfect Game, or Shutout, then you're left in).
- After 8 IPs if there is a save opportunity if your pitcher has an endurance of more than 7 IP (exceptions same as above).
- If loses the No Hitter, Perfect Game, or Shutout 2 innings after your endurance ran out.

For relief pitchers: you automatically get a second inning if you don't let up any runs in the first (exception is if set-up man or closer need to come in because it's either a hold or save situation). If you let up any runs, you do not get a second inning and if you let up 4 or more, you are immediately taken out. Manager or logic will decide otherwise when you're taken out, but usually relief pitchers max out at 3 IP.

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Starting pitcher will most likely get a start in the rotation, although on occasion (mostly in the majors) you may find yourself in the bullpen trying to prove something. You will automatically get a spot on the AA squad. Either the manager or a simple dice roll will calculate that (1D4, each number representing spot). AAA then you basically automatically get a spot, manager will decide or a 1D6 roll where 1-5 represent spots and a 6 sadly means you're in the bullpen. Majors then go the same as AAA. If you're in the rotation, you will start every fifth day unless you need extra rest time. If extra rest time is needed, your spot is pushed back as many days as needed to rest. For example, if you pitched a complete game on Monday and need 5 days of rest instead of 4, then instead of making your start on Saturday like previously planned, you will just make it on Sunday. If you're in the bullpen, please see Step 4 for appearances.

Step 3: Starting Pitchers Appearances

Figuring out if you will make an appearance is pretty simple for relief pitchers. Simply, use the chart below rolling percentile dice.

Step 4: Bullpen Pitchers Appearances

Type of Pitcher	Appearance	No Appearance
Middle Relief	1 – 33	34 – 100
Set Up	1 – 40	41 – 100
Closer	1 – 42	43 - 100

If closer makes appearance, then roll another percentile die to see if it's a save opportunity.

Type	Save Opp.	No Save Opp.
Closer	1 – 70	71 - 100

Defense

Step 1: When to make a Play

You will only have to make defensive plays if you are a position player. The players who don't make defensive plays are Pitchers and Designated Hitters. You make a defensive play after every at-bat.

Step 2: Where is the Ball hit??

You first must roll to see where the ball is hit whether it be on the ground, in the air, right at you, to your side, etc. This will help determine if you can get to the ball to make the play. Follow the chart below by simply making a percentile roll and reading the chart according to your position.

Step 3: Can I get to the ball??

Now that you know where the ball is, you must determine if you'll be able to get to the ball to make the play. In the chart below, each type of hit is matched with a needed range. This is the range value you need to be able to reach the ball in time to attempt a play. If you have the range, you get there, if you don't, you can't make it in time. It's that simple. There are modifiers however that you should follow and they're pretty self-explanatory.

Step 4: Fielding the Ball

Once you've determined that you will get to the ball in time to make a play, you must determine if you're actually going to be able to field it a.k.a. put the ball in your glove smoothly. In the chart below, each type of hit is matched with a glove rating. This is the minimum rating you need to be able to get your glove down to make the play. If your glove rating is below that, then you got to the ball in time but you were too slow and couldn't get your glove down to make the play. If your rating is high enough, time to see if you actually were able to field the ball. You will use your glove rating and roll a percentile die. If you roll your glove rating or lower, you field the ball. If you roll higher, it bounces off your glove and the runners are safe advancing one base. For example, if there's a grounder hit in the gap and you're able to make it, the glove rating you need to have a chance is 65. Your glove rating is 70 so you have a chance. You roll a percentile die and get 67 meaning that you fielded the ball since you rolled below your glove rating. If the play is on a fly ball or line drive, congratulations, you just flawlessly made the play! Now it's the GM's call if any runners try to tag up and advance. If it's a grounder, you have to make the throw.

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Once you have fielded the ball, you now have to make the throw. To do this use the chart below matching the runner's stats with the Arm rating you need. You will need the runner's SBs stat if it's a normal play and you are trying to get a runner running towards a base. You will need the runner's Rs stat though if he is trying to advance on a ball. You will match the runner's stat on the chart which will tell you what the minimum arm rating you need to make the play. If you have that, then you may attempt the throw, if you don't, then your player can't throw it in time and the throw is not made. If the throw is made, you will use your arm rating and roll a percentile die. If you roll your arm rating or lower, it's a success and you throw the runner out, if it's higher, then you didn't throw it in time.

Step 5: Making the Throw

Where Ball Is Hit

Type of Hits	C		1B		2B/SS		3B		LF/ RF		CF	
Grounder in gap	1	--	1	--	1	--	1	--	x		x	
	15		10		15		12					
Grounder right at you	16	-	11	--	16	--	13	-	1	--	1	--
	40		30		35		30		10		10	
Grounder slowly hit at you	41	-	31	--	36	-	31	-	11	--	11	--
	55		45		45		50		15		20	
Impossible Grounder	56	-	46	--	46	-	51	-	x		x	
	59		50		50		55					
Impossible Line Drive	x		51	--	51	-	56	-	16	-	21	-
			55		55		60		20		25	
Line Drive Right at you	x		56	--	56	-	61	-	21	-	26	-
			70		65		75		35		40	
Fly Ball Right at you	60	-	71	-	66	-	76	-	36	-	41	-
	89		90		80		85		55		55	
Fly Ball in the gap	90	-	91	-	81	-	86	-	56	-	56	-
	96		96		95		98		92		90	
Impossible Fly Ball	97	-	97	-	96	-	99	-	93	-	91	-
	100		100		100		100		100		100	

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Defense	Rating
Range	1 - 100
Arm	1 - 100
Glove	1 - 100

Range

Type of Hit	Range Needed	Modifiers
Grounder in gap	60	SBs = 35+, Range = +15
Grounder right at you	1	None
Grounder slowly hit at you	50	SBs = 25+, Range = +20
Impossible Grounder	85	SBs = 20+, Range = +10
Impossible Line Drive	25	2Bs = 30+, Range = +20
Line Drive Right at you	1	None
Fly Ball Right at you	1	None
Fly Ball in the gap	40	HRs = 25+, Range = +25
Impossible Fly Ball	80	HRs = 30+, Range = +15

Order of Defense:

- 1) Type of Hit** Determines where and how hitter hit the ball
- 2) Range** Determines if you were able to get to the ball in time to make a play
- 3) Glove** Determines if you were able to get the ball in your glove
- 4) Arm** Determines if you were able to throw out the runner (if necessary)

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Arm Rating Needed to Throw Runner Out

Arm	SBs	Rs
10	1 -- 9	1 -- 24
35	10 -- 24	25 -- 49
65	25 -- 39	50 -- 74
85	40 - 99	75 -- 99
95	100+	100 - 119
100	X	120+

Depends on situation, if advancing base use Rs, if throwing out hitter or normal play use SBs

Roll arm rating equal to or less and runner thrown out, if not, runner safe and others advance 1 base

Glove Rating Needed to Make Play

Glove	Type of Hit
65	Grounder in gap
25	Grounder right at you
40	Grounder slowly hit at you
95	Impossible Grounder
90	Impossible Line Drive
60	Line Drive Right at you
30	Fly Ball Right at you
75	Fly Ball in the gap
95	Impossible Fly Ball

If rolled value of your glove rating or lower then play successfully made

Ex: You have 70 glove rating, grounder in gap you have to roll 70 and below, but next play is impossible grounder which means it's impossible to make the play since your

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glove rating is only a 70

Miscellaneous

Injuries only happen every now and then and they aren't that big of a deal usually, plus they're very simple and easy. You can only get injured when on the roll to find out if the batter got a hit or not. To get an injury, you must roll a 99. That is the only number you can get an injury on and you can only do at that specific point. If you roll a 99 for advantages, situations, or anything else, it's not an injury. You must roll a percentile die and follow the chart below then basically to find out how long you're injured. If you get "No Harm Done", it's kind of misleading. There is actually harm done, just not enough to take you out of the game.

Injuries

This little injury is called a nagging injury. You basically dove and bruised yourself, tripped on the bag and twisted your ankle, etc. You did something small that will affect your playing, but not enough to have to sit. There are two bad things about nagging injuries: 1) Either your AVG will decrease by .20 or your ERA will increase by .20, whatever applies to you. 2) Nagging injuries can accumulate if you don't heal them, so if you have 3 nagging injuries, your AVG would be at -.60 and your ERA at +.60.

To heal your nagging injuries, you must sit double the amount of games that you have nagging injuries. For example, if you have 1 nagging injury, you only have to sit out 2 games, but if you have 6 nagging injuries for some crazy reason, you'd have to sit out 12 games. All other injuries just last the given amount of time, so if it says 80 games, then you have to sit 80 games. Sorry folks, just part of the game and life, you're bound to get injured eventually, although if you're able to actually avoid this table throughout your career, then hats off to you because that's truly an amazing feat.

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Injuries

If roll double 9s (aka 99)

1 - 19 = No Harm done

20 - 39 = Rest of Game

40 - 49 = 1 Game

50 - 59 = 2 games

60 - 69 = 3 games

70 - 74 = 5 games

75 - 79 = 10 games

80 - 84 = 20 games

85 - 89 = 35 games

90 - 94 = 50 games

95 = 75 games

96 = 90 games

97 = 120 games

98 = 150 games

99 = 162 games

100 = Rest of this season plus 50 games of next

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Ballparks

You may, if you'd like to, use ballparks to adjust hitter's and pitcher's stats according to where they're playing. This will make it so that the game is more accurate. These are only available for the current (2012) MLB ballparks. You basically can use it as much as you'd like. There's three different levels: Standard, Advanced, and Wizard.

Standard is the basic level only making basic adjustments. Advanced affects more stats than standard making it slightly more accurate. Wizard then is the ultimate of the ballparks. Wizard takes advanced and standard to a whole new level by adjusting the stats standard and advanced adjusted, but doing it by which way the batter is batting and which hand the pitcher is throwing with. Each have a different affect in different ballparks. Now you may choose to ignore this section completely and that's fine, but if you want more accurate stats and playing for the game, I suggest at least using the Standard set, but if you're feeling ambitious, go ahead and used the Advanced and Wizard sets.

Standard

	Ballpark		AVG	ERA	Total
	Angel Stadium (Anaheim)		-5	-15	-20
	AT&T Park (San Francisco)		-5	-25	-30
	Busch Stadium (St. Louis)		-10	-10	-20
	Camden Yards (Baltimore)		-0	-0	0
	Chase Field (Phoenix)		+5	+15	20
	Citi Field (New York)		-5	-10	-15
	Citizens Bank Park (Philadelphia)		-5	-0	-5
	Comerica Park (Detroit)		+5	+5	10
	Coors Field (Denver)		+15	+35	50
	Dodger Stadium (Los Angeles)		-5	-5	-10

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Ballpark	AVG	ERA	Total
Fenway Park (Boston)	+10	+20	30
Great American Ballpark (Cincinnati)	+0	+10	10
Jacobs Field (Cleveland)	-0	+5	5
Marlins' Park (Miami)	-0	-5	-5
Miller Park (Milwaukee)	+5	+5	10
Minute Maid Park (Houston)	-0	+10	10
Nationals Park (Washington)	+5	-5	0
New Yankee Stadium (New York)	+5	+15	20
Oakland Alameda Coliseum (Oakland)	-5	-5	-10
Petco Park (San Diego)	-10	-20	-30
PNC Park (Pittsburgh)	-0	-5	-5
Rogers Centre (Toronto)	+10	+15	25
Royals Stadium (Kansas City)	-0	-0	0
Safeco Field (Seattle)	-10	-15	-25
Target Field (Minneapolis)	-0	-5	-5
The Ball Park at Arlington (Arlington)	+10	+40	50
Tropicana Field (Tampa Bay)	-5	-20	-25
Turner Field (Atlanta)	-0	-5	-5
US Cellular Field (Chicago)	-0	-5	-5
Wrigley Field (Chicago)	-0	-5	-5

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Advanced

Ballpark		2B	3B	HR	SO	BB
Angel Stadium (Anaheim)		-5	-5	-10	+5	-0
AT&T Park (San Francisco)		-0	+3	-20	+5	-10
Busch Stadium (St. Louis)		-5	-5	-10	-0	+5
Camden Yards (Baltimore)		+5	-5	+5	+5	-5
Chase Field (Phoenix)		+5	+5	+5	-5	-10
Citi Field (New York)		-0	+5	-10	+5	+5
Citizens Bank Park (Philadelphia)		-0	-5	-0	+5	-0
Comerica Park (Detroit)		-0	+5	-0	-15	-10
Coors Field (Denver)		+10	+3	+15	-5	-0
Dodger Stadium (Los Angeles)		-0	-5	-0	-0	+5
Fenway Park (Boston)		+15	+3	-5	-0	-5
Great American Ballpark (Cincinnati)		-5	-5	+15	-0	-5
Jacobs Field (Cleveland)		-0	-5	+5	-0	-5

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Ballpark	2B	3B	HR	SO	BB
Marlins' Park (Miami)	-0	+5	-0	+15	+15
Miller Park (Milwaukee)	+5	+5	-0	+5	+10
Minute Maid Park (Houston)	+5	-0	+5	-0	-5
Nationals Park (Washington)	-0	-5	+5	-10	-25
New Yankee Stadium (New York)	-0	-5	+15	-0	-0
Oakland Alameda Coliseum (Oakland)	-0	-3	-10	-0	+10
Petco Park (San Diego)	-5	+5	-5	+5	+5
PNC Park (Pittsburgh)	-0	-5	-10	-15	-10
Rogers Centre (Toronto)	+15	+5	+5	-0	-5
Royals Stadium (Kansas City)	-0	+5	-15	-10	+10
Safeco Field (Seattle)	-10	-5	-0	+15	+10
Target Field (Minneapolis)	-5	-0	-5	+5	-5
The Ball Park at Arlington (Arlington)	+5	+5	+20	-5	-0
Tropicana Field (Tampa Bay)	-5	-5	-5	-0	-0

THE ROAD TO THE MAJORS

Ballpark	2B	3B	HR	SO	BB
Turner Field (Atlanta)	-0	-5	-0	+10	+5
US Cellular Field (Chi- cago)	-5	-5	+10	+15	+25
Wrigley Field (Chicago)	-5	+5	-0	+10	+5

THE ROAD TO THE MAJORS

Wizard

Ballpark		RHB AVG	LHB AVG	RHB HR	LHB HR
Angel Stadium (Anaheim)	Stadium	-0	-10	-10	-10
AT&T Park (San Francisco)	Park	-0	-5	-10	-25
Busch Stadium (St. Louis)	Stadium	-10	-5	-10	-0
Camden Yards (Baltimore)		-5	+5	+10	+5
Chase Field (Phoenix)	Field	+10	-5	+5	-0
Citi Field (New York)	Field	-10	+5	-15	-10
Citizens Bank Park (Philadelphia)	Park	-5	-0	-15	+15
Comerica Park (Detroit)		+5	+10	+5	-5
Coors Field (Denver)	Field	+15	+15	+15	+15
Dodger Stadium (Los Angeles)	Stadium	-0	-5	-5	+5
Fenway Park (Boston)	Park	+20	+10	+5	-15
Great American Ballpark (Cincinnati)	Ballpark	-0	-0	+30	-0
Jacobs Field (Cleveland)	Field	-5	-0	-15	+25

THE ROAD TO THE MAJORS

Ballpark	RHB AVG	LHB AVG	RHB HR	LHB HR
Marlins' Park (Miami)	-0	-5	-0	-10
Miller Park (Milwaukee)	+10	-0	+5	-0
Minute Maid Park (Hous- ton)	-0	+10	+5	+15
Nationals Park (Wash- ington)	+5	+5	+5	+10
New Yankee Stadium (New York)	+5	-0	+0	+25
Oakland Alameda Col- iseum (Oak- land)	-5	-0	-0	-20
Petco Park (San Diego)	-10	-10	-0	-15
PNC Park (Pittsburgh)	+5	-5	-5	-15
Rogers Cen- tre (Toronto)	+10	+5	+5	+5
Royals Sta- dium (Kan- sas City)	-0	-0	-10	-20
Safeco Field (Seattle)	-10	-10	-5	+15
Target Field (Minneapolis)	+5	-5	+5	-15
The Ball Park at Arlington (Arlington)	+10	+10	+25	+20

THE ROAD TO THE MAJORS

Ballpark	RHB AVG	LHB AVG	RHB HR	LHB HR
Tropicana Field (Tampa Bay)	-10	-0	-10	-0
Turner Field (Atlanta)	-0	-0	-10	+5
US Cellular Field (Chi- cago)	-5	-0	+10	+15
Wrigley Field (Chicago)	+5	-0	-0	-0

Wacky Plays

Baseball is a funny sport in that basically anything can happen. This table lets the anything actually happen in a game. This goes the same for injuries in that in can only be rolled if you are rolling to find out if the batter got a hit or not. Any other situation does not count. To get a wacky play, you must roll 00. Basically, once you roll the 00, you must roll a percentile die again and follow the chart and the result's instructions. Enjoy folks!

When you roll a 100 (or otherwise known as 00)

Wacky Plays

Roll	Play
1 -- 4	Double drilled down the left field line, ball rolls into foul territory and is touched by a fan leaning over the railing. The Umpire rules fan interference. Single
5 -- 8	Pitch on the outside corner is called Ball Four. Pitcher is furious and comes off the mound to confront the Umpire! The Umpire throws the pitcher out of the game.
9 -- 12	The Batter hits a weak grounder back to the pitcher, but the umpire rules the catcher's glove hits the bat so the batter is given first on catcher's interference.
13 -- 16	The Pitcher drills the batter with the pitch and a brawl follows. The Batter kicks the pitcher and is ejected from the game and is suspended for 3 additional games. Injury on Pitcher and Batter
17 -- 20	The Batter gets jammed swinging at a pitch and is hit on the hand for a foul ball. Injury Batter.
21 -- 24	The Pitcher hits the batter. The Umpire rules it was intentional and the pitcher is ejected from the game and suspended for 7 additional games. Injury Batter
25 -- 28	A line drive is smashed off the pitcher into the air. The second baseman dives for it and catches it! Runner on 1st is tagged out for a double play. Injury Pitcher
29 -- 32	The Pitcher grimaces in pain after the last pitch bounced in the dirt. Injury Pitcher
33 -- 36	The Batter is hit by the pitch and starts chirping at the catcher. Punches are thrown and the dugouts empty. The catcher and Batter are both ejected.

THE ROAD TO THE MAJORS

Roll	Play
37 -- 40	Strike Three is called on a pitch at the letters. The Batter argues over the call and the Umpire tosses the Batter from the game.
41 -- 44	A high fly ball is hit into shallow left field. The crowd noise is too high and the Left Fielder and Shortstop can't hear each other and collide into each other. The batter gets a double. Injury Left Field and Shortstop
45 -- 48	A short fly ball is hit into right center. The center fielder and right fielder ram into each other and the batter gets a double. Injury Center Field and Right Field
49 -- 52	The Batter fouls the ball straight down on his foot. Injury Batter
53 -- 56	The Batter hits a foul tip off the catcher. Injury Catcher
57 -- 60	The Batter hits a long line drive to center field and the Center Fielder crashes into the wall. Batter gets a triple. Injury Center Field
61 -- 64	The Batter hits a dribbler in front of home plate and the catcher throws to first, but it hits the batter. The Umpire rules that the Batter was inside the baseline and is out for baserunner interference.
65 -- 68	Heads Up! The Batter ducks away from a high and tight fastball, but the ball hits his bat and dribbles out to the mound for an easy out.
69 -- 72	The Batter shatters his bat on a roller to first. The first baseman tries to avoid the bat and is unable to field the ball. The batter reaches for a single.
73 -- 76	Dome Stadium: The Batter hits a towering fly ball which hits the rafters. Home Run! Open Stadium: The batter hits a high fly ball which hits a bird and drops in for a single.
77 -- 80	The Umpire confiscates the bat. After the game, the umpire discovers that it's corked. The Batter is suspended for the next 10 games.
81 -- 84	The Batter walks on a close call. The Catcher argues the call and is ejected from the game.
85 -- 88	A hot liner right at the third baseman is caught and turned into as many outs as possible by throwing around the horn.
89 -- 92	Balk, all runners advance one base.
93 -- 96	The Umpire comes off the mound and discovers some pine tar in the pitcher's glove. The pitcher is thrown out of the game for having a foreign substance and is suspended for the next 9 games.

THE ROAD TO THE MAJORS

Roll	Play
97 -- 100	The Right Fielder catches a foul fly ball and hands the ball to a fan after the catch. But Wait! It's not the third out! All runners advance two bases.

Game Mastering or Solo Play

Game Master

If you're going to play with a game master, they will play an important role in your player's development and life. The Game Master will play as people such as your manager, the other team, the umpire, your owner, your commissioner, your general manager, etc. Anyone you come in contact with, the GM will play as. The Game Master's job is to interpret what happens and to make the decisions. For example, there are no explanations on grounding into double plays or fielder's choices in this game.

There's a reason for that, that's the GM's job. If there's a runner on first and your player hits a grounder to the shortstop, the GM's job is to determine if the shortstop turns a double play, gets the guy at 2nd but can't get you, or if he just completely forgets the guy going to second and gets you at first. If the GM would like you to roll a certain die to determine something, they have all the right to do so.

Another key role the GM plays is as the manager and general manager. As the manager, the GM decides whether you're in the rotation, the starting lineup, or on the bench every game. As the general manager then, the GM will decide your contracts whether it be mid-season extensions or just trying to re-sign you in the offseason. The GM may even feel it necessary to trade you or release you if worse comes to worst. In that case, the GM will just assume the role of your new GM or if you were released, another team's GM trying to sign you. Remember, the GM is Always Right!! No questions asked.

Playing Solo

It's very easy to play solo and can be very fun and rewarding as well. When you play solo, you basically will be doing the same things as the GM does, except you are using a different method of coming up with those decisions. There are a few ways to make the decisions the GM would make. One way is to use your own logic. For example, if you hit poorly your last season and your contract ran out, maybe the GM will only give you a one or two year contract worth about an average salary while if you had a great season, the GM might try for a five or six year deal in the upper ratio of salaries. Another way is to set Target Numbers and roll percentile die.

THE ROAD TO THE MAJORS

Maybe you hit a ground ball to the shortstop with a runner on first. Let's say you have 35 SBs so you decide he has an unlikely chance of doubling you up. You set the target number for 40 meaning anything 40 or below means he doubled you up and anything above means that you're safe at first. The last method, if you want to be courageous and buy an amazing system, is to buy the Mythic GM Emulator. It does a great job in simulating the spot of the GM using your own logic. Check it out sometime, it's very cool and will help greatly playing solo in this game and any other game.

For example:

Life Outside the Foul Lines

As a player, you aren't always on the field playing a game or in the batting cages practicing. You do actually have a life outside of baseball. To find out what your player is doing outside of baseball, once after every game you roll on these charts.

The first percentile roll is to determine which chart you use, you always start with the Single, Random, or Relax charts. Roll 1d%

01-33

Single Chart or Girlfriend Chart or Married Chart

34-66

Relax Chart

67-100

Random Chart

Then as you get a girlfriend you move to that chart, married to that one, and finally, when you have kids move to the final Family chart. The first roll, as I said before, determines which chart you use. The second then will determine what actually happens. All the adjustments are on the charts themselves.

To determine how long they last; they are all for just one game with a few exceptions. When you get a girlfriend, get married, or have a family; the adjustments are permanent as long as the girl you're with or your family is together. Remember, always go with what's in the chart, that over rules any other rule outside the charts.

THE ROAD TO THE MAJORS

Single Chart

You meet a beautiful woman who is interested in you! Ask her out kid.	1 - 10
She says Yes!	1 - 66
She says No...	67 - 100
If yes, you got yourself a girlfriend and +5 to Avg or -5 to ERA, vice versa for no	
You meet a beautiful woman who unfortunately isn't paying attention to you. Give it a shot anyways.	11 - 20
She says Yes!	1 - 33
I'm afraid it's a No...	34 - 100
If yes, you got yourself a girlfriend and +5 to Avg or -5 to ERA, vice versa for no	
You see a gorgeous woman standing in the rain alone. Go help her!	21 - 30
You help her	1 - 66
You don't want to get rained on	67 - 100
If yes, +5 to OBP or -5 to WHIP, vice versa for no	
You see a gorgeous woman standing in a store alone. She's contempt but go talk to her anyways!	31 - 40
You talked to her	1 - 33
She was contemptuous	34 - 100
If yes, +5 to OBP or -5 to WHIP, vice versa for no	
The waitress you're waiting on seems to like you. Do something about it!	41 - 50
You ask her on a date and she says yes	1 - 66
You just order your food	67 - 100
If yes, +1 to HR or +1 to Wins/Saves, vice versa for no	
The waitress waiting on you doesn't seem to like you very much. Try it anyways bro!	51 - 60
You ask her, she says no, but good try	1 - 33

THE ROAD TO THE MAJORS

- 34 - 100** You just order your food
If you ask her, +1 to 2B or -5 BBs, vice versa no
- 61 - 70** A guy in the bar you're in is abusing a girl! Go help her!
- 1 - 66** You give the guy his money's worth and kick him out
- 67 - 100** You just stand by and watch
If yes +3 to HR or +3 to Wins/Saves, vice versa for no
- 71 - 80** A girl in the bar you're in comes in crying and sits next to you. Help her out kid.
- 1 - 66** You put your arm around her to comfort her and she hugs you
- 67 - 100** You buy her a drink and leave
If you put your arm around her, then +3 to OBP or -3 to WHIP, vice versa for no
- 81 - 90** The girl you were just talking to runs away because you said something stupid. Catch up and apologize genius!
- 1 - 66** You catch her and apologize
- 67 - 100** She's too fast for you and gets away
If yes, +5 to SBs or Sos, vice versa for no
- 91 - 100** Your ex-girlfriend knocks on your apartment door and asks for forgiveness and wants you back. What are you to do?
- 1 - 66** You're a nice guy and give her another chance knowing it was your fault as well
- 67 - 100** You slam the door in her face
If yes, you got yourself a girlfriend bro and +5 to AVG or -5 to ERA, vice versa for no
All adjustments are made for just the next game with one exception. When you get a girlfriend, those adjustments stay as long as the girl does.
If you get a girlfriend, next time look at the Girlfriend section instead of the Single section.

THE ROAD TO THE MAJORS

Girlfriend Chart

Your girlfriend seems to want a kiss. Give it to her man!	01-10
Aww you guys kissed	1 - 66
Come on man, you missed your chance, if yes +5 to OBP or -5 to WHIP, vice versa for no)	67 - 100
Your girlfriend seems mad at you. Stop reading this and do something!	11 - 20
Good you gave her flowers and made up	1 - 50
Come on man, she broke up with you!	51 - 100
If yes, +2 to HRs or Ws/SVs, vice versa for no - plus you're single again	
Your girlfriend is amazing and set up a trip for you two. Take a day off and go, kid.	21 - 30
You go and have the time of your life	1 - 66
You can't miss your games	67 - 100
If yes, you miss the next 2 games, but you get +15 to your Avg or -15 to your ERA when you come back! If no, you don't miss your games but -5 to AVG or +5 to ERA	
Aww, your such a good boyfriend setting up the best date ever! Take the day off and have fun kid.	31 - 40
You go and miss the next game	1 - 66
You can't miss your game	67 - 100
If yes, you miss the next game but come back with +10 to AVG or -10 to ERA, if no you don't miss your game but get a -10 to AVG or +10 to ERA	
What's wrong with you! Learn when to keep your mouth shut man, go make it up to her.	41 - 50
You find a way and make up	1 - 50
You say something else stupid and that's the end of that!	51 - 100
If yes, good you kept your girlfriend so +5 to AVG or -5 to ERA, if no, come on, you're single again with a -10 AVG or +10 ERA	

THE ROAD TO THE MAJORS

- 51 - 60** It's the time man, go get a ring and get on a knee. Good luck!
- 1 - 66** Yay! She said yes!
- 67 - 100** Unfortunately, it's a no :(
- If yes, you guys get married +10 to AVG or -10 to ERA, if no, she's still your girlfriend but subtract 20 for your next girlfriend roll plus you get a -5 AVG or +5 ERA
- 61 - 70** You guys got in a fight lately over something stupid you started. Go fix it!
- 1 - 50** You fixed it
- 51 - 100** You made it worse and she's gone!
- If yes, good job, +5 to AVG or -5 to ERA, if no, you're single again and -5 to AVG or +5 to ERA
- 71 - 80** You find she's cheating on you, you really know how to pick them man.
- 1 - 66** You break up with her
- 67 - 100** You give her another chance
- If yes, you're single again but for a good reason, +5 to AVG or -5 to ERA, if no, you're still dating but -5 to AVG or +5 to ERA for the stress and -30 for next girlfriend roll
- 81 - 90** You meet her family, she must like you man. Good job! Automatic yes, +20 to next girlfriend roll and +10 to AVG or -10 to ERA
- 91 - 100** Go get her man. It's time to ask her because you too are definitely ready!
- 1 - 66** She says yes!
- 67 - 100** She says no never!
- If yes, congrats! You're married! +10 to AVG or -10 to ERA, if no you break up so you're single again, -5 to AVG or +5 to ERA

All adjustments just for next game with one exception. When you get married, you keep those as long as you're married. If you get married, next time use the Married tables.

THE ROAD TO THE MAJORS

Married Chart

You and your wife are having a little issue with the marriage. Fix it!	1 - 10
You fix it no problem	<i>1 - 66</i>
You make it worst and she leaves	<i>67 - 100</i>
if yes, good job +5 to AVG or -5 to ERA, if no, she divorces you and you're single again -10 to AVG or +10 to ERA	
You and your wife have a beautiful baby boy.	11 - 20
Congratulations! (Automatic +5 to AVG or -5 to ERA, you're now a family)	
You and your wife go on vacation. Make her happy!	21 - 30
You both have a great time	<i>1 - 66</i>
Not the most fun but no big deal	<i>67 - 100</i>
If yes, you miss the next 3 games but get +10 to AVG or -10 to ERA, if no you still miss the games and get a -5 to Avg or +5 to ERA	
Your wife wants you to be home more. Do your best to make her happy!	31 - 40
You don't do as much at the field anymore	<i>1 - 66</i>
You try to but spend the same amount of time at the field	<i>67 - 100</i>
If yes, -5 to AVG or +5 to ERA as long as you're married; if no, +5 to AVG or -5 to ERA	
You set up a great date for you and your wife. Have fun kid!	41 - 50
You go on the date and it's amazing	<i>1 - 66</i>
Your wife is busy at work	<i>67 - 100</i>
If yes, you miss the next game but get a +10 to AVG or -10 to ERA, if no, you go to the game with a -5 to AVG or +5 to ERA	
You and your wife are having a little argument over money. Fix it now man!	51 - 60
You fix it thank goodness	<i>1 - 66</i>

THE ROAD TO THE MAJORS

- 67 - 100** She's mad at you but it's fixed
If yes, then good job +10 to AVG or -10 to ERA, if no, then -5 to AVG or +5 to ERA
- 61 - 70** You and your wife are having the time of your life together. Keep it up!
- 1 - 66** You have a wonderful time and keep it up
- 67 - 100** You start staying at the field more and she gets upset; if yes, +5 to AVG or -5 to ERA, if no, -5 to AVG or +5 to ERA
- 71 - 80** You and your wife have twin girls. Congratulations! (Automatic +10 to AVG or -10 to ERA, you're now a family)
- 81 - 90** You and your wife get into a fight over something stupid. Fix it, you started it!
- 1 - 66** You fix it and everything's wonderful
- 67 - 100** You can't fix it and she gets upset
If yes, +5 to AVG or -5 to ERA, if no, -5 to AVG or +5 to ERA
- 91 - 100** Your wife sets up an amazing date. Go have fun kid!
- 1 - 66** You have the time of your life on the date
- 67 - 100** You can't miss the game
If yes, you miss the next game but get +10 to AVG or -10 to ERA, if no, you don't miss the game but get -10 to AVG or +10 to ERA)
Adjustments are only for the next game with one exception. When you become a family, they are permanent.
When you have a family, use the Family tables next time.

THE ROAD TO THE MAJORS

Family Chart

You and your family go on a wonderful vacation! Have fun!	1 - 10
You go and have a great time!	1 - 66
You can't miss the games	67 - 100
If yes, you miss the next 3 games but get a +10 to AVG or -10 to ERA, if no, you don't miss the games but get a -5 to AVG or +5 to ERA for all 3	
You and your family have a picnic outside before the game.	11 - 20
You guys have a great time together	1 - 66
The park is packed for some strange reason so it isn't as fun	67 - 100
If yes, then +5 to AVG or -5 to ERA, if no, then -5 to AVG or +5 to ERA	
You and your family are having a little dispute. Try to end it.	21 - 30
You end it with a compromise	1 - 66
No one wins and everyone's mad	67 - 100
If yes, +5 to AVG or -5 to ERA, If no, -5 to AVG or +5 to ERA	
You and your family play a great game of whiffle ball. Go get them!	31 - 40
It's amazing fun	1 - 66
It's no fun because the winning team takes it to far	67 - 100
If yes, +5 to AVG or -5 to ERA, if no -5 to AVG or +5 to ERA	
You go out to dinner with your family. But the food is horrible.	41 - 50
The food's no good so it wasn't fun	1 - 66
You make it fun by cracking jokes about the food	67 - 100
If yes, then +5 to AVG or -5 to ERA, if no then -5 to AVG or +5 to ERA	

THE ROAD TO THE MAJORS

- 51 - 60** You and your wife have another kid. Welcome to the family! If you have already had a kid this season, go to the next result!
- Automatic +5 to AVG or -5 to ERA)
- 61 - 70** Your kid falls down the stairs and breaks his arm. Doctors now!
- 1 - 66* The doctor says he'll be alright, phew!
- 67 - 100* Your kid needs to wear a sling for the next two weeks
- If yes, then +5 to AVG or -5 to ERA, if no, then -5 to AVG or +5 to ERA
- 71 - 80** You and your wife get into an argument you started. Stop it dummy!
- 1 - 66* You stop it and make her happy
- 67 - 100* You make it worse, good going now she's upset
- If yes, then +10 to AVG or -10 to ERA, if no, -10 to AVG or +10 to ERA
- 81 - 90** Your family goes to one of your games. Yay! (If you play well, +5 to AVG or -5 to ERA for next game, if you don't -5 to AVG or +5 to ERA next game, GM's decision or use your own logic)
- 91 - 100** Your kid wants you to hit a homer or throw a shutout. Good luck!
- If you do, +10 to AVG or -10 to ERA for next game, if you don't, -5 to AVG or +5 to ERA for next game
- All adjustments are made for next game except if you have another kid, that's permeate
- This is the final stage, congrats! Always use this from now on.

THE ROAD TO THE MAJORS

Random Chart

You get some nice fan mail! (+5 to AVG or -5 to ERA)	1 - 10
You get some nasty fan mail. (-5 to AVG or +5 to ERA)	11 - 20
You see yourself on Sportscenter. (+5 to AVG or -5 to ERA)	21 - 30
You see yourself on Not Top 10. (-5 to AVG or +5 to ERA)	31 - 40
You win a clubhouse contest! (+5 to AVG or -5 to ERA)	41 - 50
You lost the clubhouse contest. (-5 to AVG or -5 to ERA)	51 - 60
Someone gets mad at you, but your teammates back you up. (+10 to AVG or -10 to ERA)	61 - 70
Someone gets mad at you and no one backs you up. (-10 to AVG or +10 to ERA)	71 - 80
The manager congratulates you on your hard work. (+10 to AVG or -10 to ERA)	81 - 90
The manager yells at you to start working harder. (-10 to AVG or +10 to ERA)	91 - 100
These adjustments are only good for the next game.	

THE ROAD TO THE MAJORS

Relax Chart

1 - 10	You sit back and read a good book. (+5 to AVG or -5 to ERA)
11 - 20	You sit back and the chair breaks, great now you have to buy a new one. (-5 to AVG or +5 to ERA)
21 - 30	You play MLB 2K on your playstation. (+5 to AVG or -5 to ERA)
31 - 40	You play the playstation which overheats as soon as you turn it. (-5 to AVG or +5 to ERA)
41 - 50	You hang out with your best friend on the team. (+5 to AVG or -5 to ERA)
51 - 60	You were going to hang out with your best friend but he cancels because he has a date. (-5 to AVG or +5 to ERA)
61 - 70	You go on a little shopping spree and get whatever you want. (+5 to AVG or -5 to ERA)
71 - 80	You planned on going shopping for yourself, but you can't find anything. (-5 to AVG or +5 to ERA)
81 - 90	You turn on the TV and watch your favorite channel, MLB Network. (+5 to AVG or -5 to ERA)
91 - 100	You turn on the TV to watch something but it blacks out and dies. (-5 to AVG or +5 to ERA)

These adjustments are only good for the next game.

THE ROAD TO THE MAJORS