

CLUTCH QUICK-START GUIDE



BASIC AT-BAT SEQUENCE

VS



Each At-Bat includes 4 basic elements: the **PITCH**, which determines the **ADVANTAGE** & the **SWING**, which determines the **RESULT**.

1. PITCH The defense rolls the 20-Sided (Regular) Die and adds the Pitcher's Command. In this instance, Syndergaard's Command is 5.

2. ADVANTAGE If the total number is higher than the Batter's On-base: advantage Pitcher. If the total number is tied/lower than the Batter's On-base: advantage Batter. In this instance, Harper's On-Base is 14+1 (his R+1 statistic is activated vs. Syndergaard who is right-handed).



3. SWING The offense rolls the Regular Die—unless the Pitcher has rolled a Mistake Pitch (A Pitch that falls into his X-Range)—in these instances the offense will roll the 24-Sided (Power) Die.

X 1	K 1-5	GB 6-11	FB 12-17	BB —	1B 18-23	2B 24	HR 25+
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X-Range

Result Chart

4. RESULT The At-Bat result will be determined on the Chart of whoever gained the advantage. Strategy/Stadium cards can also affect the result.

Starter Sets have been provided with a full team using a 6,000 point salary cap, and enough Strategy and Stadium cards for 1 team to get started. We recommend playing for a bit without using Strategy or Stadium Cards to get the hang of basic game mechanics. This guide will teach you only the essential rules to get started.

GAME SETUP

- Roll to see who will be the Home team. The Home Manager chooses 1 Stadium Card to place down on its Game Mat spot.
- Choose 1 Starting Pitcher (SP) per Manager to begin the game. The remaining Pitchers will be placed in the Bullpen.
- Shuffle your Strategy Cards and place them down on the Game Mat (Draw 3 to start the game, and 1 every 1/2 inning).
- Next, build a lineup consisting of 1 Batter of every position (Plus a DH), and place them down in any order (1-9) on the Game Mat. The remaining Batters will be placed on the Bench.

GAME PLAY

The Stadium Card provides an overall game effect that is active the entire game. Strategy Cards can only be played at the appropriate time outlined on the top of the card (blue: offense, red: defense, gray: neutral). Download the full rulebook for help with terms and mechanics you don't understand.

The most important instructions to understand are on the back of this sheet. This basic sequence is repeated every At-Bat.

This is real baseball. Your existing baseball knowledge is your best friend when getting started. Play a full game (9 Innings) consisting of 3 outs per inning, with the Away Manager batting in the top half of the inning. Download a scorecard or use our online scoring app at clutchmoment.com/scoring.

Substitute Batters into the lineup at anytime. Pitchers become tired once they reach their Innings Pitched limit (IP on their cards). Use Strategy Cards to add to their IP or swap them for a Pitcher from your bullpen.

Whoever scores the most runs at the end of 9 innings wins. *Duh.*

READY TO PLAY FOR REAL?

Download the full rulebook at clutchmoment.com/rulebook



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