## 1968 SEASON AMERICAN LEAGUE - BALLPARK EFFECT

| TEAM | BALLPARK SINGLES |  | BALLPARK HOMERUNS |  |
| :---: | :---: | :---: | :---: | :---: |
| * Baltimore * | L Single* 1-17 <br> R Single* 1-9 | Lineout (2b) 18-20 Lineout (ss) 10-20 | L Homerun 1-7 R Homerun 1-7 | Flyball (rf) B 8-20 <br> Flyball (If) B 8-20 |
| Boston * | L Single* ${ }^{1-12}$ <br> R Single* 1-12 | Lineout (2b) 13-20 Lineout (ss) 13-20 | L Homerun 1-9 R Homerun 1-9 | Flyball (rf) B 10-20 Flyball (If) B 10-20 |
| California | LS Single* 1 <br> R Single* 1 | Lineout (2b) 2-20 <br> Lineout (ss) 2-20 | L Homerun 1-8 <br> R Homerun 1-14 | Flyball (rf) B 9-20 <br> Flyball (If) B 15-20 |
| Chicago | L Single* 1-7 <br> R Single* $1-10$ | Lineout (2b) 8-20 Lineout (ss) 11-20 | L Homerun 1-5 <br> R Homerun 1-5 | Flyball (rf) B 6-20 <br> Flyball (If) B 6-20 |
| Cleveland | L Single* 1-12 R Single* 1 | Lineout (2b) 13-20 Lineout (ss) 2-20 | L Homerun 1-11 <br> R Homerun 1-14 | Flyball (rf) B 12-20 Flyball (If) B 15-20 |
| Detroit | L Single* 1-12 <br> R Single* 1-3 | Lineout (2b) 13-20 Lineout (ss) 4-20 | L Homerun 1-19 R Homerun 1-16 | Flyball (rf) B 20 <br> Flyball (If) B 17-20 |
| * Minnesota * | L Single* ${ }^{\text {1-12 }}$ <br> R Single* 1 -18 | Lineout (2b) 13-20 Lineout (ss) 19-20 | L Homerun 1-3 <br> R Homerun 1-14 | Flyball (rf) B 4-20 <br> Flyball (If) B 15-20 |
| New York | L Single* 1-9 <br> R Single* ${ }^{\text {1-5 }}$ | Lineout (2b) 10-20 Lineout (ss) 6-20 | L Homerun 1-17 <br> R Homerun 1-5 | Flyball (rf) B 18-20 Flyball (If) B 6-20 |
| Oakland | L Single* 1-11 <br> R Single* 1-11 | Lineout (2b) 12-20 Lineout (ss) 12-20 | L Homerun 1-2 <br> R Homerun 1-2 | Flyball (rf) B 3-20 <br> Flyball (If) B 3-20 |
| Washington | L Single* 1 <br> R Single* 1-7 | Lineout (2b) 2-20 Lineout (ss) 8-20 | L Homerun 1 R Homerun 1-4 | Flyball (rf) B 2-20 <br> Flyball (If) B 5-20 |

## SUPER ADVANCED VERSION

In order to play the Super Advanced Version ALL symbols to the left of the numbers must be used. If you prefer to play the Advanced Version only, read the cards in the usual manner - ignoring all symbols to the left of the numbers and all the second readings.
$\Omega \quad$ CLUTCH HITTING - Occurs only in two-out situations in which one or more runners are in scoring position (occupying second or third base). When such a situation exists, and a reading is rolled that has an $\Omega$ symbol to the left of it, the results of the reading are reversed in the following manner: If the reading results in any type of an out, automatically reverse it to a SINGLE ${ }^{* *}$; if the reading results in a single, automatically reverse it to a nonout
$\boldsymbol{\nabla}$ BALLPARK EFFECT - SINGLES - Ignore all readings that have a $\boldsymbol{\nabla}$ to the left of it. Instead, read the results found underneath the $\boldsymbol{\nabla}$ symbol of the ballpark effects card. To obtain results, refer to the appropriate home stadium and the batting stance $(\mathrm{L}=$ lefty or $\mathrm{R}=$ righty) of the hitter. Most likely, you will roll a twenty sided die to determine the final outcome.

