BASEBALL HIGHLIGHTS 2045 - SOLO SEASON CAMPAIGN

bgg user: orlopesdesa

In 2045, the Major League is still composed of 2 Leagues: The "Historical League" (HL) and the "Future League" (FL). After the rules changes reducing the game to 6 innings and the incorporation of Robots and Cyborgs in the game, a lot of teams quitted the Majors and only a couple of traditional teams decided to continue to compete. They were grouped in the "Historical League". This opened the space to create a new league to complement the old one: the "Future League". This league was soon filled with new teams willing to compete with the historical teams and take the stage on the World Series that each year joins the Historical and Future leagues Champions in a battle for glory.

You will play with one of the 4 starting teams (or with a different starting team if you have another starting team expansion that you wish to play) on the "Historical League" in a regular season composed of 27 mini games: 3 series of 3 games against each of the other 3 Historical teams. The regular season will be followed by a Championship series (best of 7) and a world series against a fantastic team of players of the Future League (best of 7)

SETUP

- Choose one starter team for yourself following the game rules. Your deck is composed as always by 10 rookies and 5 veterans.
- Setup the remaining 3 starter teams.
- Build the decks of the other 3 starter teams following this procedure for each one of the starter teams:

o **SAN FRANCISCO**

- Take the 5 San Francisco veterans
- Draw cards from the Free Agent deck until you have found:
 - 5 random Free Agents that cost 7 or less
 - 5 random Free Agents that have a defensive immediate action.
- Shuffle these 15 cards and create San Francisco's deck

LOS ANGELES

- Take the 5 Los Angeles veterans
- Draw cards from the Free Agent deck until you have found:
 - 5 random Free Agents that cost 7 or less
 - 5 random Free Agents that have 2 or more hit boxes.
- Shuffle these 15 cards and create Los Angeles deck

NEW YORK

- Take the 5 New York veterans
- Draw cards from the Free Agent deck until you have found:
 - 5 random Free Agents that cost 7 or less
 - 5 random Free Agents that cost 8 or more.
 - Shuffle these 15 cards and create New York's deck

BOSTON

- Take the 5 Boston veterans
- Draw cards from the Free Agent deck until you have found:
 - 5 random Free Agents that cost 7 or less
 - 5 random Free Agents that have an offensive immediate action.
- Shuffle these 15 cards and create Boston's deck

In the postseason, if you manage to arrive to the World Series, build the Future League Team following this procedure:

o **FUTURE LEAGUE TEAM**

Draw cards from the Free agents deck until you have 15 cards that cost 7 or more.

REGULAR SEASON STRUCTURE

- After each of yours mini game you perform a buy round.
- Buying rounds work as normal except the following points:
 - You buy only 1 card;
 - When you buy a card: Instead of adding the bought card to the lineup, place it to the side. It's not officially bought, you are scouting that player.
 - o In the end of the 3rd game of the series, do the following clean-up procedure:
 - Take the 3 cards that you have bought (placed aside), choose 1 and add it to your deck. Discard the other 2. Send one of your cards to the minor leagues.
 - Shuffle all your cards and create a new lineup
 - Take the highest value card still in display and add it to the Opponent's deck. In case of a
 tie when determining the highest card, take the one who has more valuable hit boxes.
 Remove 1 of his veteran cards from his deck and from the game.
 - Shuffle the opponent's AI deck and placed aside for future plays.
- Resolve the other 3 mini games involving the remaining 2 starting teams. To simulate a mini game between AI teams:
 - o Take the deck of each team and draw the top card of each. Compare all 3 hit boxes on the cards:
 - First Hit box compares with opponents First hit box, and so on.
 - A missing hit box counts as a zero hit.
 - For each hit box that has a higher hit, that team scores a run.
 - EXAMPLE:
 - San Francisco reveals a card with Single, Triple
 - Los Angeles reveals a card with Single, Single, Single
 - · First hit boxes are equal, no runs scored
 - Second hit boxes bring advantage to San Francisco. They score 1 run
 - Third hit boxes bring advantage to Los Angeles (a single against nothing). They score 1 run
 - After the first card, the score is 1 1.
 - Then repeat the process until you have revealed and compared 3 cards for each team. Add the final score. In case of a tie after the 3rd card revealed, continue to reveal 1 card for each team until one team wins.
 - Repeat the process for each mini game. In the rare case both teams have no cards to be revealed, take the discard piles, shuffle them and create new draw piles.
 - After you have simulated the 3 games between the AI teams, take all revealed cards from each deck and shuffle the decks again, placing them aside for future plays.
- Update the standings table.

POSTSEASON STRUCTURE

- If you finished 1st or 2nd during the Regular Season you will play the HLCS (Historical League Championship Series best of 7 games).
- If you win the HLCS you advance to the World Series facing the best team baseball has ever seen the Future League Team (refer to Setup to create this team's deck).
- There are no buying rounds during the Postseason

OTHER RULES: HOME AND AWAY GAMES

- Unlike the official solo rules, players can play home and away.
- When playing home, the AI team will have the possibility to perform a visitor save:
 - They draw the top card of their lineup. If it has no defensive immediate action, they draw a new card. If it has still no defensive immediate action, they draw a third card. If it has still no defensive immediate, then they failed to perform a visitor's save.
 - NOTE: The AI draws up to 3 times in search of a card with a defensive ability to compensate the fact that he can't place a card on the on deck circle.

Baseball Highlights 2045 - SOLO Season Campaign

Game

Game

v. Los Angeles h. San Francisco

v. Boston h. New York 16

16

17

18

Game	1	2	3	
v. San Francisco				Standings (game 3)
h. New York				1.
				2.
Game	1	2	3	3.
v. Los Angeles				3.
				4.
h. Boston				4.

Sta	w	L		
1.				
2.				
3.				
4.				
	v: visitor	h: hon	ne	

Standings (game 18)	W	L
1.		
2.		
3.		
4.		
v: visitor h: ho	me	

Game	4	5	6
v. Boston			
h. San Francisco			
Game	4	5	6
Game v. New York	4	5	6

Standin	ı gs (gar	me 6)	w	L
1.				
2.				
3.				
4.				
V: \	/isitor	h: hon	ne	

Game	19	20	21		
v. San Francisco				Standings (game 21) W	L
h. New York				1.	
				2.	
Game	19	20	21	2	
v. Los Angeles				5.	
h. Boston				v: visitor h: home	
Game v. Los Angeles	19	20	21	2. 3. 4.	_

Game	7	8	9
v. New York			
h. Boston			
Game	7	8	9
Game v. San Francisco	7	8	9

Standings (game 9)	w	L
1.		
2.		
3.		
4.		
v: visitor h:	home	

Game	22	23	24		
v. Boston				Standings (game 24) W	L
h. San Francisco				1.	
				2.	
Game	22	23	24	3.	
v. New York				3.	
				4.	
h. Los Angeles				v: visitor h: home	
				v. visitor il. lionie	

Game	10	11	12
v. New York			
h. San Francisco			
Game	10	11	12
Game v. Boston	10	11	12

Standings (game 12)	w	L
1.		
2.		
3.		
4.		
v: visitor h: ho	ne	

Game	25	26	27	Final Standings W L
. New York				(game 27)
n. Boston				1.
				2.
Game	25	26	27	3.
. San Francisco				3.
				4.
n. Los Angeles				v: visitor h: home

Game	13	14	15
v. San Francisco			
h. Boston			
Game	13	14	15
Game v. Los Angeles	13	14	15

	_	
Standings (game 15)	w	L
1.		
2.		
3.		
4.		
v: visitor h: hor	ne	

WS

World Series

1 2

3 4 5

6 7

Game

h. Future League Team

Game

v. Future League Team

Game

h.Future League Team

SAN FRANCISCO

5 veterans and 5 FA cards that cost 7 or less 5 FA cards that have a defensive immediate action.

LOS ANGELES

5 veterans and 5 FA cards that cost 7 or less 5 FA cards that have 2 or more hit boxes.

STARTING DECKS

NEW YORK

5 veterans and 5 FA cards that cost 7 or less 5 FA cards that cost 8 or more.

BOSTON

5 veterans and 5 FA cards that cost 7 or less 5 FA cards that have an offensive immediate action.

FUTURE LEAGUE TEAM

15 FA cards that cost 7 or more

REGULAR SEASON STRUCTURE

Each 3 Mini games series:

- Play Mini game Buy Round, place bought card aside
- Play Mini game Buy Round, place bought card aside
- Play Mini game Buy Round, place bought card aside
- Clean-up phase:
 - Add 1 of the bought cards to your deck;
 - Add highest available card to AI deck;
 - Simulate Al mini games
 - **Update Standings Table**

HLCS

Historical League

Championship S	erie	S
Game	1	2
v.2.		
h.1.		
Game	3	4
v.1.		
h.2.		
Game	5	
v.2.		
h.1.		

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v. Los Angeles				5.	
h. Boston				v: visitor h: home	
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4.		
v: visitor h:	home	

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v. Boston				Standings (game 24) W	L
h. San Francisco				1.	
				2.	
Game	22	23	24	3.	
v. New York				3.	
				4.	
h. Los Angeles				v: visitor h: home	
				v. visitor il. lionie	

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6 7

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v. Future League Team

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