TOPPS ATTAX
GAMEPLAY INSTRUCTIONS

ROSTER CONSTRUCTION

FANTASY DRAFT

Managers will each build a 15-card roster with 9 batters and 6 pitchers. You cannot have two of the same player on your 15-card team. Be mindful of your player's salary value (shown below) — your lineup and bullpen cannot exceed an overall payroll of $100M.

$18M

GAMEPLAY

HOME/AWAY

The winner of a coin flip can decide whether they would like to be the home team (pitch first) or the Away team (hit first).

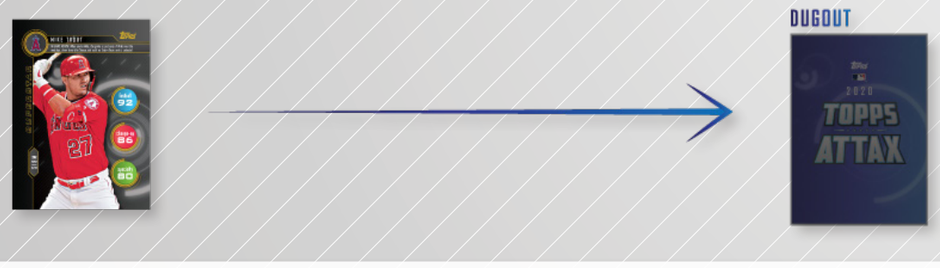
PITCHING

Pitchers must each pitch one full inning for the duration of the six-inning matchup. These pitchers must get through the inning and must be switched for the next inning. A pitcher CANNOT throw the same pitch for two consecutive pitches.

BATTING

Once a batter hits, he will be moved to the DUGOUT pile (see below) if he fails to reach base. When the full nine-card lineup is in the DUGOUT pile, the Manager shuffles their deck and that becomes their next nine-card lineup, so that the batting order is random.

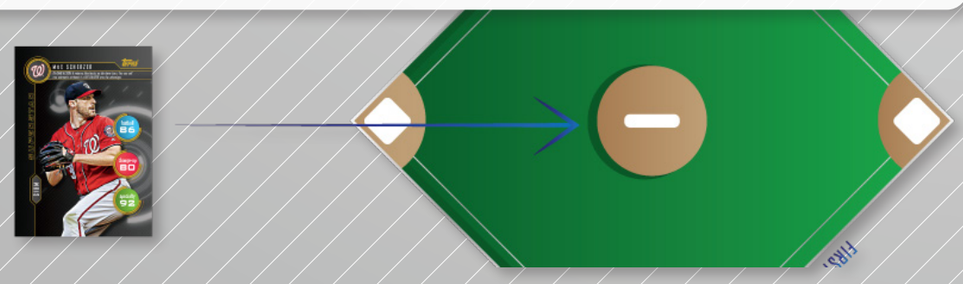
Once the Home team gets three outs, that half-inning is over and the sides switch.



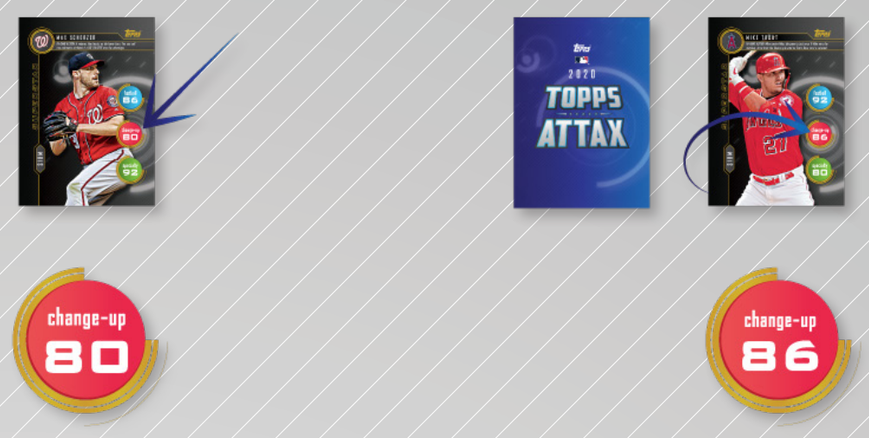
6-INNING GAME

Both Managers will develop a batting order deck of their choosing, which will be placed face-down in the Starting Lineup spot. *Note the top of the deck will be your first batter

The Home team Manager will select their first pitcher and place that card face-up in the pitching mound area of the playing mat.



The Home team Manager will call out a pitch (fastball, change-up or specialty) and the opposing manager will flip over their first card. Whichever card has the higher ranked value of pitch that was called out wins the matchup.



MATCHUP SCENARIOS

If the PITCHER wins, the batter is OUT.

If the BATTER wins, the manager selects from the 30-card Chance pile to determine what HIT it is.

In case of a TIE score between the two cards, a WALK is issued and the batter moves to first base.
Those batter cards move around the diamond just like a regular baseball game — from first to second to third and then home plate. Once a batter card scores — they are moved to the DUGOUT.

IN-GAME ACTIONS

There are special In-Game Action skills that Superstar cards contain that be activated if the scenario presents itself. Both hitter and pitcher Superstar cards have In-Game Actions skills and they can only be used once per game.

Whoever scores the most runs at the conclusion of the six-inning game wins the matchup. Players can keep track of runs on a piece of paper or standard baseball scorecard.

EXTRA INNINGS

If the score is tied at the conclusion of the sixth inning, Managers will shuffle their six-man used pitcher pile and randomly select a pitcher for each extra inning played.

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