

# AEEB

AEEB cards are engineered to bring greater realism to APBA basic and master games. Use the AEEB cards just like standard cards (master game symbols are on the cards) with the following differences:

CARL YASTRZEMSKI		
BOS AL 1967		
R	Bats: L	Throws: R
F LF-3 CF-1		
11- 1- 1	31- 7- 2	51- 8- 6
12-25-32	32-26-32	52-27-30
13-14- 6	33- 6- 1	53-15-14
14-30-32	34-31-30	54-32-30
15- 7- 2	35- 8- 6	55- 0- 1
16-28-14	36-33-14	56- 9- 6
21-31-14	41-40-13	61-14- 6
22- 0- 1	42- 8- 6	62- 9- 6
23-12-32	43-29-30	63-31-14
24-28- 6	44- 0- 1	64-13- 6
25- 7- 2	45-14*14	65-35-32
26-14- 8	46-34- 8	66- 1- 1
PR F22 SP16 B2 AR36		
J-0	© Copyright Robert G. Brown	

CARL YASTRZEMSKI		
BOS AL 1967		
L	Bats: L	Throws: R
F LF-3 CF-1		
11- 6- 1	31- 8- 2	51- 8- 2
12-25-32	32-26-32	52-27-30
13-14-13	33- 0- 1	53-15-30
14-30-32	34-31-32	54-32-30
15- 7- 1	35- 9- 6	55- 7- 1
16-28-30	36-33-14	56-34- 8
21-28-14	41-40-14	61-14- 8
22- 0- 1	42- 9- 8	62-32- 8
23-12-32	43-29-30	63-31-14
24-13-14	44- 0- 1	64-13- 8
25- 8- 2	45-14*14	65-35-32
26-13-14	46-13-14	66- 1- 1
PR F22 SP16 B2 AR36		
J-0	www.EmbeddedBrain.com	

JIM KAAT		
MIN AL 1967		
R	Bats: L	Throws: L
S Pitcher 2 B Y Z3		
12 WP 2 BK 0 MF1 Q28/8*		
11- 0- 1	31- 9- 2	51-23- 2
12-25-14	32-26-14	52-27-14
13-28- 6	33- 0- 1	53-21-14
14-30-14	34-31-14	54-32-14
15- 8- 1	35-30- 2	55- 8- 1
16-28-14	36-33- 8	56-34- 2
21-13- 8	41-36- 8	61-30- 2
22- 7- 1	42-13- 2	62-32- 2
23-12-14	43-29-14	63-32-14
24-13- 8	44- 8- 1	64-13- 6
25- 9- 1	45-14- 8	65-35-14
26-13- 8	46-13- 8	66- 6- 1
S AND SP4 B2		
J-0	© Copyright Robert G. Brown	

The cards are double sided, use the side with the **R** when the batter is facing a right handed pitcher, use the side with the **L** when the batter is facing a left handed pitcher. The cards are designed to reproduce a player's real hitting characteristics for both basic and master game (no need to adjust the pitchers grade for each batter).

For best results treat all 2s and 6s as second column 2s and 6s.

Improved pitcher fatigue. The number(s) following the Q is the pitcher fatigue rating, a pitcher may be rated as a starter, a reliever (\*) or have a split rating for starting and relieving (i.e. Q28/8\*). The rating is the number of batters that the pitcher can face before his grade drops due to fatigue. If using the master grade, his grade drops by 1 with each additional batter, if using the basic grade (A, B, C, D) his grade drops by 1 (i.e. A to B) with each 5 batters. The drop in grade carries over to future games unless the pitcher has rested 1 game for a reliever or 3 to 4 games for a starter. For example a reliever with a Q4\* rating and a grade of 15 enters a game. His grade is 15 for the first 4 batters that he faces, for the 5th batter his grade will drop to 14, for the 6th batter his grade drops to 13 etc. If he leaves the game with a grade of 12 then is used in the next game, his grade starts at 12 for the first 4 batters.

Outfielders are rated by position. If you need to use an outfielder in a position

that he is not rated for follow these guidelines based upon the first rated outfield position. A CF may move to either RF or LF and keep his CF rating. A RF may move to LF and keep his RF rating. A LF moving to RF or CF or a RF moving to CF have the rating drop by 1.

### Optional Enhancements:

Improved pitcher control ratings. Add a unique third die to each toss. Each pitcher with a Z or ZZ has a number following the Zs. When a 14 comes up on a batters card against a pitcher with a Z, ignore the normal chart result, instead the result is 2 balls if the number on the third die is less than or equal to the pitcher's Z number or a walk if greater than the pitcher's Z number. Do this in all base situations. For example Jim Kaat's card has a Z3, when the opposing batter gets a 14 if the number on the third die is 3 or less then the result is 2 balls on the batter, if the third die is 4 or more the result is a walk.

Bunt rating. Each player is rated for his bunting ability as B1, B2 or B3 (best to worst). When a sacrifice is called, instead of looking up the dice roll on the player's card look up the dice roll in the appropriate column on the bunt table.

You can use the master game pitchers grades with the basic game by adding a third die and using the pitcher conversion table. This gives a finer gradation to the pitchers grades and allows for better use of the pitchers fatigue rating.

### **AEEB Cards are Unique**

AEEB (which stands for Alta Engineering/Embedded Brain) cards are clearly not like other cards used for APBA baseball. Used with the enhancements they will bring much more realism to your games. The cards violate some tradition to get greater realism and precision, there are outs in the second column and 3s, 4s and 5s are not used. But the result is game that is even more like real baseball!

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