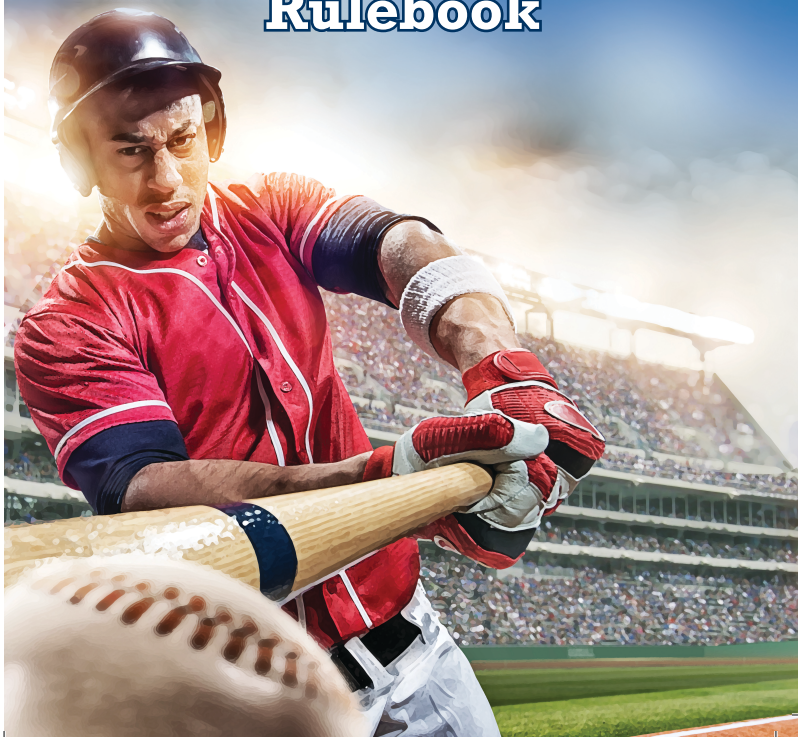




Rulebook





By Andy Geremia

Number of players: 2+

Duration: 15 minutes

Components

1 Field Board



6 Batter Dice (with field icons)



1 Power Chip



6 Pitcher Dice (with glove icons)



1 Rulebook

1 Scoresheet Pad

3 Baseball Tokens



6 Base Runners



Game Objective

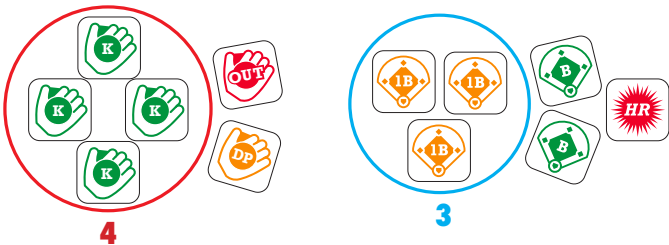
Achieve the highest score after three innings of play.

Setting up the game

- 1 Flip the Power Chip. The team (players are referred to as teams throughout the rulebook) that wins the toss decides if they want to be first to pitch or to bat.
- 2 The batting team gets the 6 Batter Dice and the Power Chip. The pitching team gets the 6 Pitcher Dice.
- 3 Place the Field Board at the center of the table, and place the 3 Baseball Tokens next to the Field Board to keep count of Balls, Strikes, and Outs.
- 4 Each team gets a set of 3 blue or red Base Runners (to keep track of their base hits when batting).
- 5 Write the name of each team on the scoresheet and use it to keep track of runs.

How to play

Both team simultaneously roll all their dice. The symbol that appears the most on each team's set of dice becomes their play. The team that rolled the most dice with the same symbol wins the roll. Apply the outcome of the winning play by moving the Baseball Token(s) or Base Runner(s) accordingly. See the Dice chart for a description of each symbol.



Example: The Pitching team rolls K-K-K-K-DP-OUT and the Batting team rolls 1B-1B-1B-B-B-HR. The Pitching team's play is K and the Batting team's play is 1B. Since the Pitching team has more K's than the Batting team has 1B's, the outcome of this roll is a strike (K).

Strike



The Baseball Token is then moved up one spot on the Strike track.

When there is a tie within a team's own dice roll, they select the best play.

Example: if the Pitching team rolls K-K-K-Out-Out, the result of the roll is OUT because it is the best play option.

Tie Breaker and Power Chip

When there is a tie in the roll between the opposing teams, the team with the Power Chip may use it to win the roll. If they decide to use the Power Chip, they must hand it over to the opposing team. If the team with the Power Chip prefers to keep it for a future use, then their opponent wins the roll.

Batter Dice chart



BALL Move the Baseball Token one spot on the Ball track. If six B's are rolled on a single roll, it's an automatic walk; place a Runner on first base.



SINGLE Place a Runner on first base. Any Runners on base also advance one base.



DOUBLE Place a Runner on second base. Any Runners on base also advance two bases.



HOMERUN The Batter and all Runners on base score.

Pitcher Dice chart



STRIKE Move the Baseball Token one spot on the Strike track. If six K's are rolled on a single roll, it's an automatic strikeout; move the Baseball Token one spot on the Out track.



OUT Batter is out. Move the Baseball Token one spot on the Out track.



DOUBLE PLAY The Pitching team picks 2 Runners to be thrown out. Move the Baseball Token accordingly on the Out track. Note that if bases are empty, only one OUT is recorded.



TRIPLE PLAY Three OUTS if two or more Runners are on base. Two OUTS if only one Runner is on any base. One OUT if bases are empty. Move the Baseball Token accordingly on the Out track.

Reset the STRIKE and BALL count after any WALK, HIT or OUT occurs. After three OUTS, the teams exchange their dice sets and any Runners on base are removed. The score for the half-inning played is noted on the Scoresheet.

End of the game

After three innings, the team with the most runs wins! Players may play extra innings to resolve a tie. The Scoresheet Pad also permits players to play a full 9-inning game if they wish to do so.

***Important Note:** If situations occur not covered by these rules, apply standard baseball rules to resolve.

4-player variant: Divide players into two teams. Each player gets three dice. Teammates combine their dice after rolling to determine the symbol that appears most.