



## Quick Start Guide

### OBJECTIVE

Score the most runs over nine innings. Each inning, build a sequence of baseball events by drawing, playing, revealing, and swapping the positions of cards. Your inning ends when you record three outs.

### COMPONENTS

- 108-Card Deck
  - **Blue Cards** – No outs are recorded
  - **Red Cards** – At least one out is recorded
  - **Green Cards** – Instant Replay
  - **Black Cards** – Umpire Review
- Scorepad
- 6 Baseball Diamond Cards
- 60 Baserunner Counters
  - **Helmet side** – Active baserunners
  - **Baseball side** – Scored runs

Counters can be used with the Baseball Diamond cards as visual aids to track baserunners during an inning and to help visualize and count runs when scoring at the end of the inning.

## SETUP

1. Shuffle the deck.
2. Deal four cards face down to each player in a horizontal row. This row is each player's inning.
3. Each player flips any 1 card face up to begin.
4. Place the remaining deck in the center.
5. Flip one card face up beside the deck to form the discard pile.
6. The player to the left of the dealer goes first.

## TAKING A TURN

On your turn, begin by either:

1. **Taking the top card from the discard pile.** Play it immediately by replacing any face-down card in your sequence. Place the replaced card on the discard pile.
2. **Drawing a card from the top of the deck.** Play it immediately by replacing any face-down card in your sequence, or discard it to the discard pile and flip one face-down card in your sequence face up.

**Note:** If a Strikeout card is on top of the discard pile, or is drawn from the deck, you must play it immediately. It is a mandatory play. All other red cards are optional plays.

## OUTS AND REARRANGING CARDS

Any time a red card is placed or revealed in your sequence:

- You may immediately swap the position of any two cards in your sequence.
- This is optional but, if chosen, must happen right away as part of the same turn.
- This also applies if the card you flip face up to start your inning is red. An immediate swap is allowed.

Your inning continues until three red cards are face up.

## **EXTENDING YOUR INNING**

As play continues, it may become clear that you cannot reach three face-up red cards with your current cards, even if some cards in your sequence are still face down.

When this happens:

- Draw 3 new cards from the deck.
- Add them face down to the right end of your sequence.
- Continue your inning normally on your next turn.

## **ENDING YOUR INNING**

When your third red card is face up in your sequence:

1. Make your final swap if you wish.
2. Flip any remaining face-down cards one at a time, from left to right. If a revealed card overturns an out, stop flipping and continue your inning.
3. If the third out stands, your inning ends.

Eventually, one player will remain with less than three outs. That player continues drawing, discarding, and revealing cards as normal until their inning also ends.

## **SCORING YOUR INNING**

- Starting with the leftmost card, follow the events shown on each card in sequence from left to right to see how many runs score.
- Use the Baseball Diamond Cards and Baserunner Counters as visual aids to help track runners and count runs. Use the helmet side for active runners and flip to the baseball side when a runner reaches home.
- Stop scoring when the actual third out occurs (double or triple play cards may cause the third out to occur earlier than the third red card in your sequence).
- Ignore all cards after that point.
- Runners never advance on the third out.

## SPECIAL CARD INTERACTIONS

- **Instant Replay Card:** Repeats the effect of the card immediately to its left, effectively duplicating the card.
- **Umpire Review Card:** Negates the effect of the card immediately to its left, effectively eliminating the card.
- If an Instant Replay and Umpire Review card appear side-by-side, they cancel each other out.

## GAME END

The game is played over nine innings.

- At the end of each inning, players total their runs.
- After nine innings, the player with the highest score wins.
- If tied, play extra innings until one player wins.

## ONE-PLAYER GAME

You can also play solo!

- Follow the same rules as multiplayer.
- Play nine innings and try to beat your own high score.
- You're always the only player, so just draw, discard, and reveal your sequence one card at a time.



**Play smart, swing big, and enjoy the game!**

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