

Quick Start Guide



OBJECTIVE

Score the most runs over nine innings.

Each inning, build and manage a sequence of baseball events by drawing, playing, revealing, rearranging, and modifying cards. The inning ends once each player has recorded three outs.

COMPONENTS

- 108-Card Main Deck
 - **Blue Cards** – No outs are recorded
 - **Red Cards** – At least one out is recorded
 - **Green Cards** – Instant Replay
 - **Black Cards** – Umpire Review
- 54-Card Game Changer Deck
- 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 help track baserunners and runs.

SETUP

1. Shuffle the Main deck.
2. Deal four cards face down to each player in a horizontal row. This row starts 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. Shuffle the Game Changer deck and deal one card to each player. This becomes the first card in their hand.
7. The player to the left of the dealer goes first.

TAKING A TURN

On your turn, choose one of the following options:

1. **Take 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. **Draw 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.
3. **Play a Game Changer card.** Follow the instructions on the card played to complete your turn.
4. **Exchange a Game Changer card.** Draw one from the deck and choose one to discard from your hand.

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

WHEN YOU GET AN “OUT” CARD

Any time a red card is placed or revealed in your sequence, you are permitted to immediately swap the position of any two cards in your sequence strategically. This can even be done when you acquire the third out of your inning. It's your last chance for one final swap!

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 4 new cards from the deck and place them face down in a new row beneath your existing cards.
- Cards are read from left to right, starting at the top row and continuing row by row.
- Continue your inning normally on your next turn.

UMPIRE REVIEW & INSTANT REPLAY CARDS

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

HOW TO ACQUIRE GAME CHANGER CARDS

Any time a Strikeout card is placed or revealed in your sequence, draw one Game Changer card from the deck and add it to your hand. Your hand cannot exceed 3 cards.

PLAYING A GAME CHANGER CARD

- Game Changer cards can be played to enhance your own sequence or disrupt an opponent's sequence.
- Most Game Changer cards are placed on top of a card in a sequence, covering it and changing its effect.
- *In the Books*, *Stolen Base*, *Wild Pitch* and *Gold* cards are played differently, each with its own instructions.
- You may only play a Game Changer card in a sequence with fewer than three outs.
- Game Changer cards cannot be played on other Game Changer cards.
- Game Changer cards always move with their associated card during any swaps.

WHEN YOU REACH THREE OUTS

When your third red card is face up in your sequence, flip any remaining face-down cards immediately to the right of each of your three red cards. If any Umpire Review cards are revealed in those locations, those outs are overturned and you may continue your inning. If not, flip your remaining face-down cards. Your sequence is now complete and can no longer be changed by any player.

END OF THE INNING AND SCORING

Once all players have reached three outs, the inning ends. Each player then scores their sequence as follows:

- Starting with the top-left card, follow the events shown on each card from left to right, continuing row by row, to determine how many runs score.
- If needed, use the Baseball Diamond Cards and Baserunner Counters to track runners and runs.
- 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.

Keep one Game Changer card in your hand, or discard all and draw a new one to start the next inning.

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.

SIMPLIFIED MULTI-PLAYER AND SOLO PLAY

Play without the Game Changer deck. Draw, discard, and reveal sequences one card at a time. Each player plays an inning until they reach their own third out.



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

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