

2-6



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The objective of **BASEBALL!** is for a team to score more runs than the opposing team. A run is scored when the batter passes all bases in the order of 1ST BASE » 2ND BASE » 3RD BASE and finally returns to the HOME PLATE. 3 outs end the offensive turn of a team. The teams alternate turns until all cards have been played and no one has any cards left in hand. If a team manages to score 10 runs, the game ends immediately. The team with the most runs wins the game.

The **BASEBALL!** playing field is set up as follows:

- » **BASE CARDS:** The BASE cards HOME PLATE, 1ST BASE, 2ND BASE, and 3RD BASE are laid out in the shape of a diamond.
- » **RUN CARDS:** The RUN cards (0-10) are arranged and placed where both teams can see them clearly.
- » **TEAM CARD:** The TEAM card for the attacking team is placed where it is clearly visible. The VISITOR team starts.
- » **OUT CARD:** The OUT card for the defending team is placed next to the TEAM card. When an out is achieved, the OUT card must be placed on the TEAM card.

Before dealing the playing cards, two teams, VISITOR and HOME, are formed, and the starting player is chosen. To ensure a fair game, the teams must alternate turns.

- » **PLAYING CARDS:** The playing cards are shuffled, and each player receives 3 cards. The remaining cards form the draw deck and can be placed in the center of the playing field.

For an odd number of players, the playing cards are dealt as follows:

- » 2 playing cards for each player of the larger team.
- » 4 playing cards for each player of the smaller team.

The game proceeds counterclockwise. The VISITOR team bats first and thus plays the first card. Teams alternate between offense and defense, either scoring runs or making outs. Once 3 outs have been made, the defending team switches to offense. Play continues until all playing cards have been played or a team scores 10 runs.

- » **PLAY TURN:** At the beginning of the turn, the player must play at least 1 card from their hand. According to the played card, the BASE cards are flipped, and if necessary, the OUT and RUN cards are used.
- » **DRAW CARDS:** After the turn, the player draws cards from the draw deck to restore their original number of cards in hand.
- » **SCORE A RUN:** A run is scored when the batter passes all bases in the order of 1ST BASE » 2ND BASE » 3RD BASE and finally returns to the HOME PLATE. The green playing cards move the batter and runners from base to base by flipping the BASE cards.
- » **MAKE AN OUT:** The red playing cards are used to prevent the batter and runners from scoring runs. If an out is made, it must be immediately indicated with the OUT card. 3 outs end the offensive turn.
- » **FORCED ADVANCE:** As soon as the batter or a runner reaches a base that is already occupied, the runner on that base must advance to the next base. This can force multiple runners to advance simultaneously.

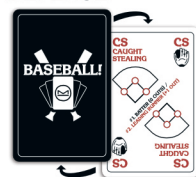
- » **BLUE CARD:** A maximum of 1 blue action card may be played per turn.
- » **PLAY FIRST:** The blue action cards ML/MR may change the number of cards in hand at the start of the next turn. The player must still play a card from their hand first. If, after the turn, the player has fewer cards in hand than originally, the DRAW CARDS rule is applied.
- » **FEWER CARDS:** The blue action cards B/CE/S may lose their effect with fewer cards in hand.
- » **NO RUNNER:** The playing cards BK/CS/DP/PB/SB/TP/WP have reduced or no effect without a runner on base.

PLAYING CARDS

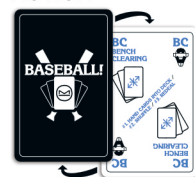
OFFENSE



DEFENSE



ACTION



GREEN OFFENSE CARDS

- 1B** **SINGLE:** The batter and all runners advance 1 base.
- 2B** **DOUBLE:** The batter and all runners advance 2 bases.
- 3B** **TRIPLE:** The batter and all runners advance 3 bases.
- BB** **BASE ON BALLS:** The batter advances to first base. Runners advance only if forced.
- BK** **BALK:** Runners on first, second and third base advance 1 base.
- E** **ERROR:** The batter and all runners advance 1 base.
- HBP** **HIT BY PITCH:** The batter advances to first base. Runners advance only if forced.
- HR** **HOME RUN:** The batter and all runners advance to home plate and each scores 1 run.

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CONTENTS

40 Green Playing Cards (Offense)

1B / 2B / 3B / BB / BK / E / HBP / HR / PB / SB / WP

32 Red Playing Cards (Defense)

CS / DP / F / K / L / SF / SH / TP / X

20 Blue Playing Cards (Action)

B / BC / CC / CE / J / ML / MR / S / T

6 Black Playing Field Cards

HOME PLATE / 1ST, 2ND and 3RD BASE / TEAM / OUT

22 Gold and Purple Run Cards

VISITOR TEAM RUNS / HOME TEAM RUNS

PB

PASSED BALL: Runners on first, second and third base advance 1 base.

SB

STOLEN BASE: The leading runner advances 1 base.

WP

WILD PITCH: Runners on first, second and third base advance 1 base.

RED DEFENSE CARDS

CS

CAUGHT STEALING: Only the leading runner is out.

DP

DOUBLE PLAY: The batter is out. If bases are occupied, the leading runner may also be out.

F

FLY OUT: The batter is out. All runners remain unchanged on their bases.

K

STRIKE OUT: The batter is out. All runners remain unchanged on their bases.

L

LINE OUT: The batter is out. All runners remain unchanged on their bases.

SF

SACRIFICE FLY: The batter is out. The leading runner may advance to home plate and score, as long as this out is not the third out.

SH

SACRIFICE HIT: The batter is out. All runners may advance one base, as long as this out is not the third out.

TP

TRIPLE PLAY: The batter is out. If bases are occupied, the two leading runners may also be out.

X

GROUND OUT: The batter is out. All runners remain unchanged on their bases.

BLUE ACTION CARDS

B

BALL: This card may be covered with 1 green or 1 red card from your hand.

BC

BENCH CLEARING: Shuffle the hand cards of all players together with the draw pile and then deal new hand cards. The cards are redistributed counterclockwise.

CC

COACH CIRCLE: Collect the hand cards of all players, shuffle them thoroughly, and redistribute them. Each player receives the same number of hand cards as before.

CE

CARD EXCHANGE: Draw 1 hand card face down from a player of your choice and give him 1 of yours, also face down.

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J

JOKER: Use this card as any blue, green or red playing card.

ML

MOVE LEFT: All players must pass their hand cards to the left.

MR

MOVE RIGHT: All players must pass their hand cards to the right.

S

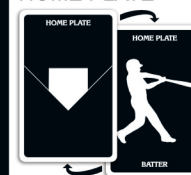
STRIKE: This card may be covered with 1 green or 1 red card from your hand.

T

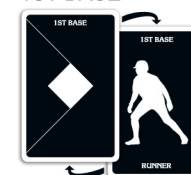
TIME: Choose a player who must skip 1 turn.

PLAYING FIELD CARDS

HOME PLATE



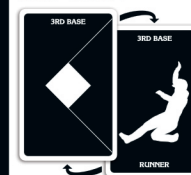
1ST BASE



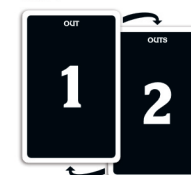
2ND BASE



3RD BASE



OUT



TEAM



RUN CARDS

VISITOR TEAM RUNS (0-10)



HOME TEAM RUNS (0-10)



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