

Baseball-blits Solo Rules

To play solo does require shuffling. Apply the following modifications to the 2-player rules: The solo game is played over 2 innings with the relief pitcher taking to the mound at the start of the 2nd innings.

When the **Automa** is Batting:

The Home Run card scores a home run if it matches the pitch as usual and also scores a single (hit to 1st base) when it is not matched by the pitched the pitch card. The Home Run card always results in a base hit unless the pitcher played the Pitch Out card which is dual purpose in the solo game (see below).

Before the normal replenishment of cards when the batter is down to one card the Automa **scores with this last card**. Look at the last card and score it as if it had been played and matched. Then replenish and shuffle the Automa's and return the player's cards for the next cycle through.

The Automa calls 'Steal' if one is possible when playing a card with a Yellow border.



When the **Automa** is Pitching:

When 'Pitch Out' card is used **the batter's card remains played**. This has the additional effect of being a 'leave' call for the pitcher. As before if the batter has not called 'Steal' the ball count increases as in the 2-player rules. The 2-player rules regarding a free walk for the batter also apply. **The Automa can play 'Pitch Out' anytime.**

When the **Player** is Batting:

The Player can only call 'Steal' or 'Bunt' until the Pitch Out card is played. Similarly 'Leave' can only be called until the Strike Out card has been played. A batter cannot make these calls until the next cycle through the cards. All other rules for batter 'calls' are the same as the 2-player rules.

When the **Player** is Pitching:

The rules for the 'Pitch Out' card described above for the Automa also apply for the Player. **In addition** 'PitchOut' can only be played by the Player if a Steal is possible.

Colour following by the pitcher results in a walk to 1st base.

The Pitcher should not play a card with an outer border that is the same as the outer border of the last batting card played. If this happens the result is a walk to 1st base. The Pitch Out card is another option but this may result in a walk if the 'ball count' is already at '1'.

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Summary

2 innings instead of 3, relief pitcher after 1st

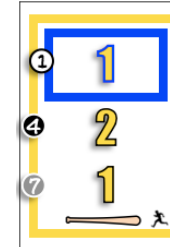
When the **Automa** is batting



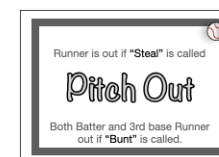
Match = Home Run
No Match = 1st Base



Last card scores as
If successfully played

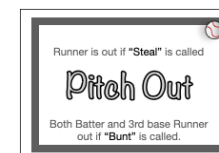


Yellow cards trigger
'Steal' call if possible



Batter's card emains played
for both Player and Automa

When the **Player** is batting



No "Steal" or "Bunt calls until the next
round once **Pitch Out** card appears



No "Leave" call until the next round
once **Srtike Out** card appears



Colour following when pitching
results in a hit to 1st base