

# Please read me first

Print this file at a size setting of 200mm x 250mm so that the 24 cards on page 2,3 & 4 are a good size for sticking onto a game card / poker sized playing card (88mm x 63mm).

Print pages 2,3 & 4 twice. Each player plays with a batting deck and a pitching deck. The batting deck comprises the 10 cards designed in a portrait orientation. The pitching deck comprises the 14 cards designed in a landscape orientation. This deck has 2x 'Pitch Out' cards. Only one of these is used in a 2 player game. The second 'Pitch Out' card is for playing solo.

Each player will start the game with a hand of 10 cards. The pitcher has to chose which double bordered card to include for their starting pitcher. Whenever a pitcher is changed a single bordered pitching card is replaced by one of the unused double bordered cards that includes the single border colour.

The 5th page contains numbers to be punched out for each teams players to keep track of the runners on bases and the batting order. They can be stuck to coins, or countrers for robustness.

The smaller circles are the scoring markers for 'Outs' and 'Balls'. Coins or any other tokens can be used for these instead.

The 6th page contains the scoreboard the baseball diamond and cards to indicate which player number is a 'star player' with special skills. A pencil and paper can be used for all the items on this page. I print this page out and cover it with transparent film before cutting out the elements. This allows me to use a dry wipe marker to keep track of the score and the numbers of the star players.

3x D6 dice are also required.

r

Home  
Run

b

1

y

2

g

1

HR

Ground



Ball



if lowest  
= out

if lowest  
= 1st Base



b

g

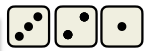
1

2

Ground



Ball



if lowest  
= out

if lowest  
= 1st Base



b

y

2

1

1

y

3

2

1

r

Home  
Run

# Caught

Red

y g b

# Strike

Blue

y r g

# Out at 1st Base

Yellow

b r g

# Foul Ball

Not out if inning  
ends as a result

Green

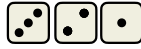
b r y

# Line Drive

ue



if lowest  
= OUT



if lowest  
= # Base

# Leave

# Steal

# Wild Swing



— OUT —



HR



1st Base

# Out at 1st Base

Yellow

b r g

# Caught

possible double play

( 2nd 'out' if forced  
base runner )

Red

y g b

**Pitch  
Out**

steal

**Yellow** Blue

**Strike**

**r g**

**Green** Blue

**Strike**

Leave

**y r**

**Red** Green

**Foul Ball**

Not out if inning  
ends as a result

**y b**

**Foul Ball**

Not out if inning  
ends as a result

**Green**

**r y b**

**Strike**

**Blue**

Leave

**y r g**























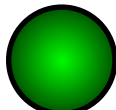




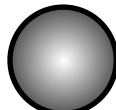
**Yellow** Red

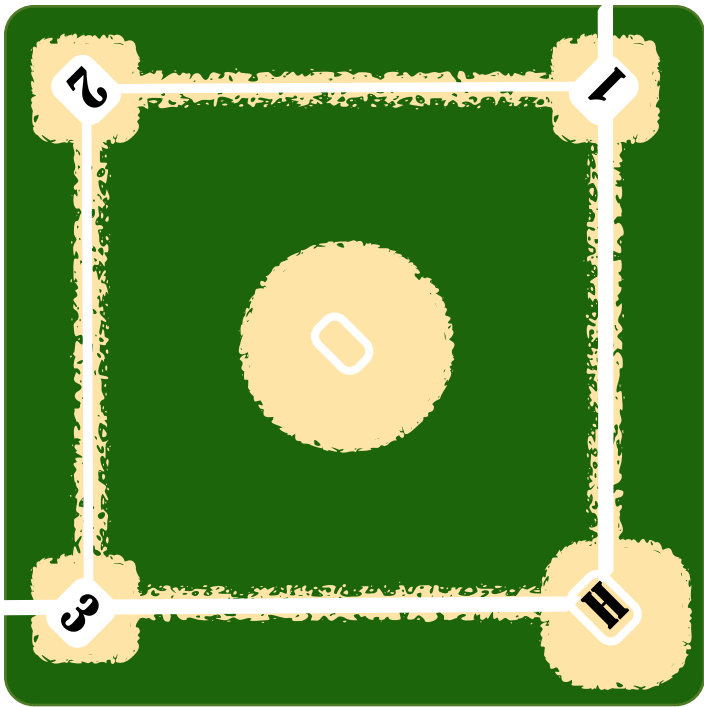
**Caught**

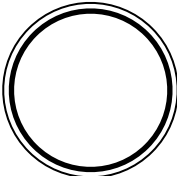
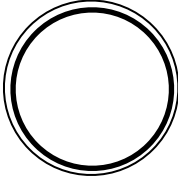
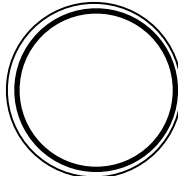
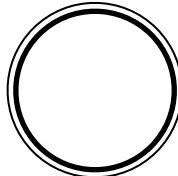
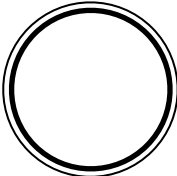
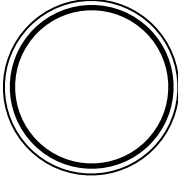
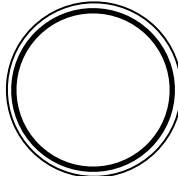
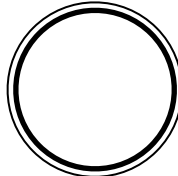
**b g**

**Pitch  
Out**

steal

|   |   |   |  |   |   |   |
|---|---|---|--|---|---|---|
|    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |
|  |  |  |  |  |  |  |



|  |  |   |   |
|--|--|---|---|
| <br><b>Big Hitter</b> | <br><b>Big Hitter</b> | <br><b>Hit and Run</b> | <br><b>Hit and Run</b> |
| <br><b>Speedy</b>     | <br><b>Speedy</b>     | <br><b>Smart</b>       | <br><b>Smart</b>       |

| Inning   | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9    | 10 | Runs |   |   |
|----------|---|---|---|---|---|---|---|---|------|----|------|---|---|
| Visitors |   |   |   |   |   |   |   |   |      |    |      |   |   |
| Home     |   |   |   |   |   |   |   |   |      |    |      |   |   |
| Out      | 0 | 1 | 2 | 3 |   |   |   |   | Ball | 0  | 1    | 2 | 3 |