


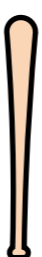
1 1 2 1

4 7




2 1 1

1 4 7



1 HR 1

1 4 7

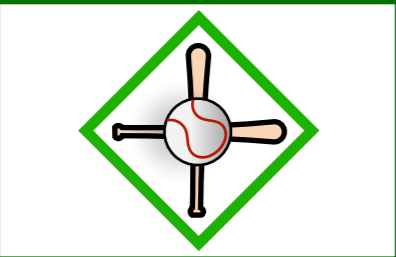


2 2

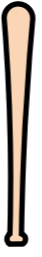
3 2

1 1

2 1




1



7

8

5 6

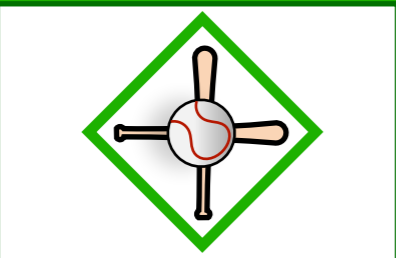


3 0

3 1

0 1

2 0




2

3


4

1



Strike Out

Batter is also out if "Leave" is called



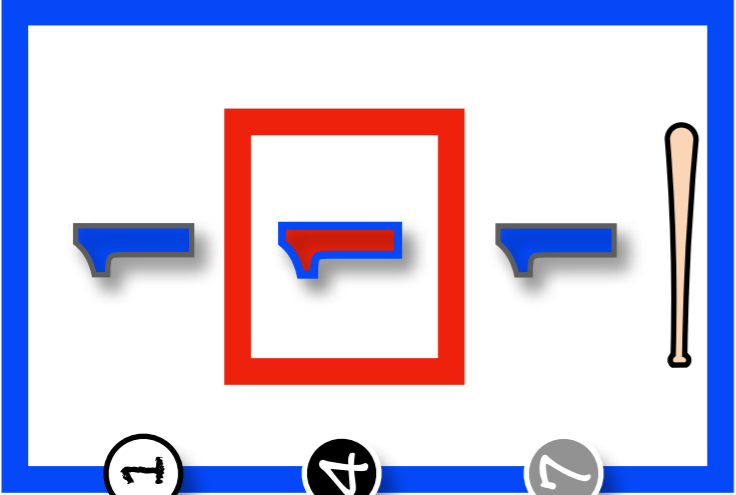

Caught



Not out when unmatched
if this is the 3rd Out

Fly Ball

Both Batter and 3rd base Runner
always Out if "Bunt" is called.




Run Out
at
First Base

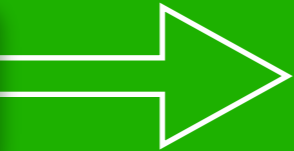


Pitch Out


Runner is out if "Steal" is called



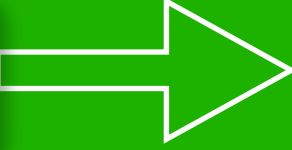
Ball
Count



Caught



Ball
Count



1



3



2

3

2



1

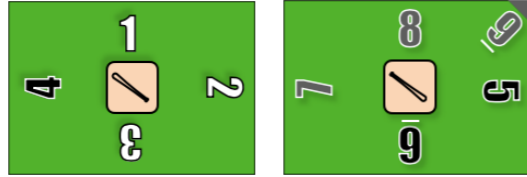
OUT 1

OUT 2

Innings, Outs and Scoring

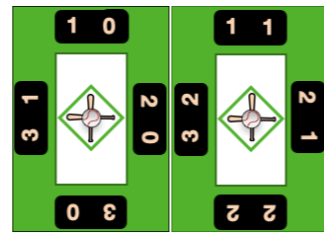
Batters in baseball repeatedly cycle through their batting line up of 1 to 9 until 3 of them are 'Out' ending their inning. Their next inning starts with the batter who would be next to bat. In Quick Baseball batters also cycle through 1-9 and the first inning also starts with Batter #1 but the second inning always starts with batter #4 and the third inning always Batter #7.

The 'Home Plate' (4th Base and batting area) card shows the number of the current batter. The card is rotated after each batter's turn and flipped between batter #4 and #5.



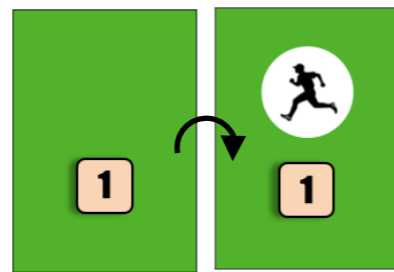
It is important to note in Quick Baseball batters only get one chance. A batter who fails to match the colour of the border on the pitch card is out. A team's batting ends after 3 failures to match, NOT 3 strikes per BATTER. If the batter matches the pitcher's border colour flip the Base cards (1, 2, 3) to represent the result. If a run is scored rotate the scoreboard to show the new score. The scoreboard will show scores from 1-0 to 3-2. To show who is leading by the score on the board place the the scoreboard next to the leading player.

If a player scores runs that move them into the lead (for example from 1-0 down to 2-1 up place the scoreboard by the new leader. If the score is tied 1-0 to 1-1 place the board between players.

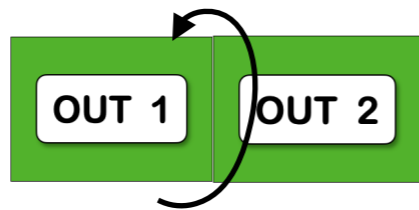


Both sides of the scoreboard card

The Base cards 1-3 are placed empty-side up. When a 'Batter' reaches a base they become a 'Runner' and the base card they reach is flipped over to show the runner (and back again when the runner leaves the base).



The 'Out' card is set aside until a batter is out. When this happens place the Out card 'OUT 1' side up below the Home Plate card. Flip the card to 'Out 2' when a 2nd batter is out.



Between innings swap over the Batter and Pitcher cards. The pitching team becomes the batting side and the batting team becomes the pitching side. Set the Ball Count on the pitcher's mound to point to 0 (Home Plate).

Quick Baseball (18 cards)

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Quick Baseball is a tactical 2 player game where players alternate the roles of Batter and Pitcher. The winner is decided by whichever of the two win conditions below happens first:

1. A player is ahead on runs after **three innings** (both teams have batted).
- or
2. The first player to **score 4 runs**. If this is the first player to bat (Visitors) the other player (Home team) has another turn batting to attempt to equal the visitors score. If the scores are tied after this another innings is played.

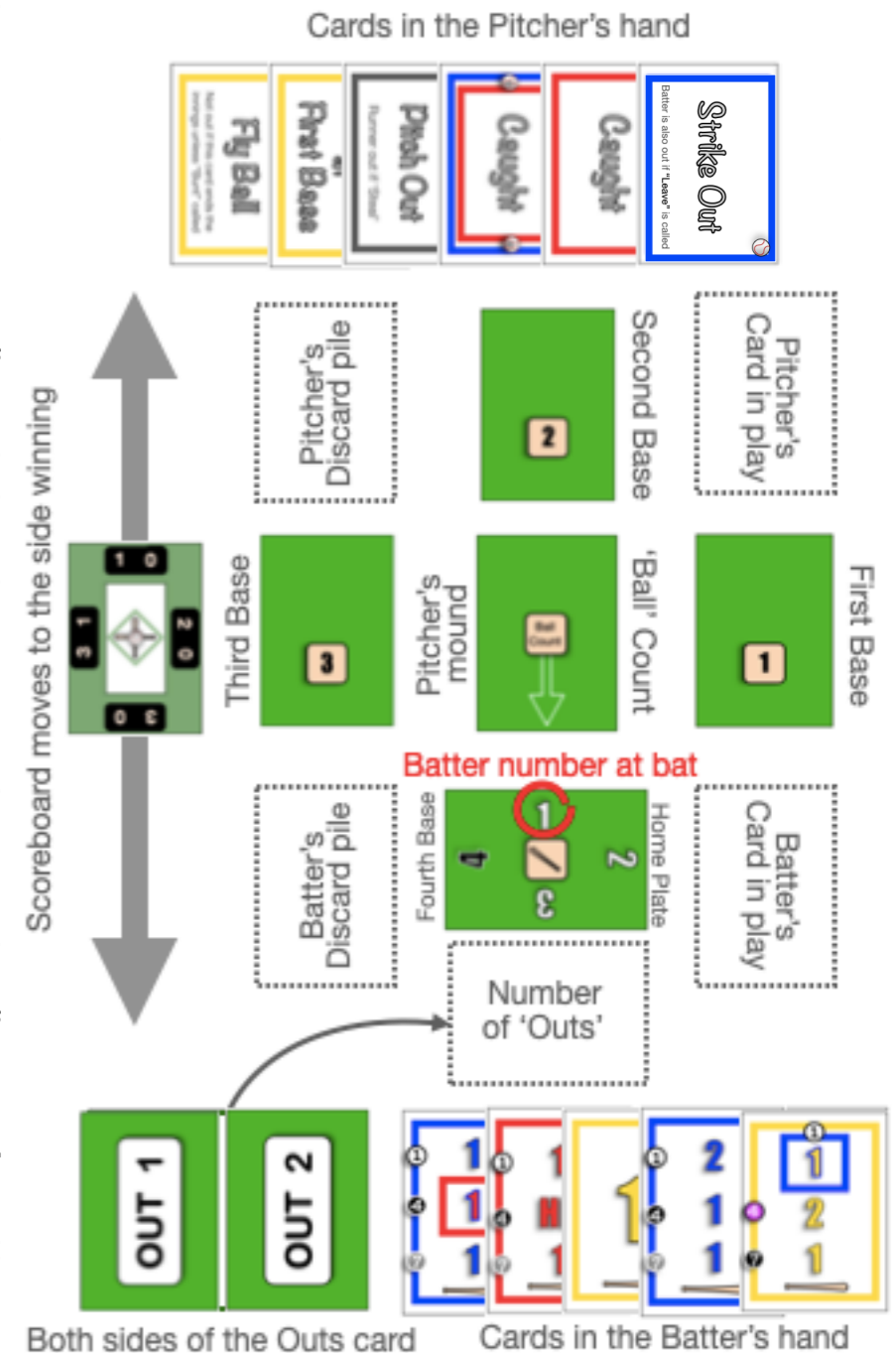
In each innings a team's batting will end when 3 batters are out or 4 runs are scored.

Ties in either of the winning conditions result in an extra inning until a winner emerges. [Restart the scoreboard 0-0 if the tie was 4-4].

Two small decks of cards are used to pitch and to bat. Players exchange these decks when they change roles. These decks form the pitcher's hand and the batter's hand for each inning and are replenished when the batter is down to one card.

In addition to playing cards from these decks the batter can make use of four types of call: "Steal", "Leave" "Bunt" and "Wild Swing". The pitcher has an extra card ("Pitch Out") to run out 'runners' attempting to steal bases.

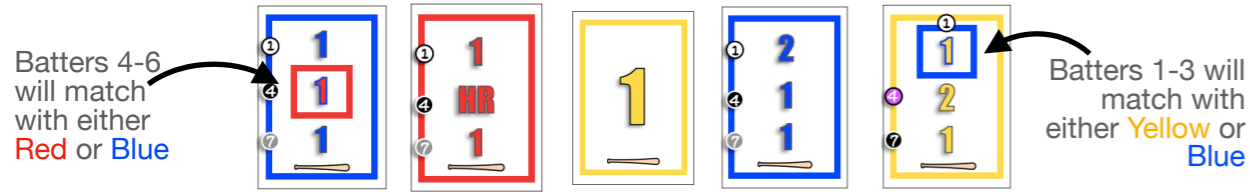
Set Up



General Play

2

Decide who will bat first (usually the Visitors). The batting player takes all 5 batting cards (numbers in portrait orientation). These cards show the results of successful hits. The numbers down the middle of the cards refer to the base a batter reaches. 'HR' = Home Run (Batter and all runners score).



① 1-3; ④ 4-6; ⑦ 7-9 These numbers show which results apply to which batters

The pitching player takes all 6 pitching cards including the 'Pitch Out' card. Five of the six cards (with the text in landscape orientation) are used in an attempt to get the batter out. **Pitchers** will get a batter out if they **avoid matching** the colour(s) of the batter's swing.



During play both Pitcher and Batter will play one of the cards from their hand face down. The Batter will then decide between the options below **before** the Pitcher reveals their card.

A. Reveal the batting card played **OR** **B.** Make one of the 4 calls below:

B1 "Steal" B2 "Leave" B3 "Bunt" B4 "Wild Swing [colour]"

If a batter calls "Steal" instead of revealing their card the pitcher's card is revealed. If it is the 'Pitch Out' card the base runner is out. The batter retrieves their card and the pitcher the Pitch Out card. If it is not the Pitch Out card the runner is successful in stealing the run to the next base.

If a batter calls "Leave" they let the pitch pass them. If the pitcher's card is the 'Strike Out' card the batter is out. If not the batter's card remains played but unseen and play moves on to the next pitch.

If a batter calls "Bunt" they attempt to sacrifice the hitter (out at 1st) to get a **runner on 3rd base** home to score a run. If the pitcher's card is either of the Yellow cards both the batter and the runner are out.

"Wild Swing [colour]" can be called **only** when the batter has only two cards to choose from. Instead of revealing the card played the batter calls "Wild Swing + a colour". The "colour" called is compared with the Pitcher's card. If the Batter correctly calls the pitcher's colour [Red = batter gets to 2nd Base] [Yellow or Blue = batter gets to 1st Base]. No match = Out.

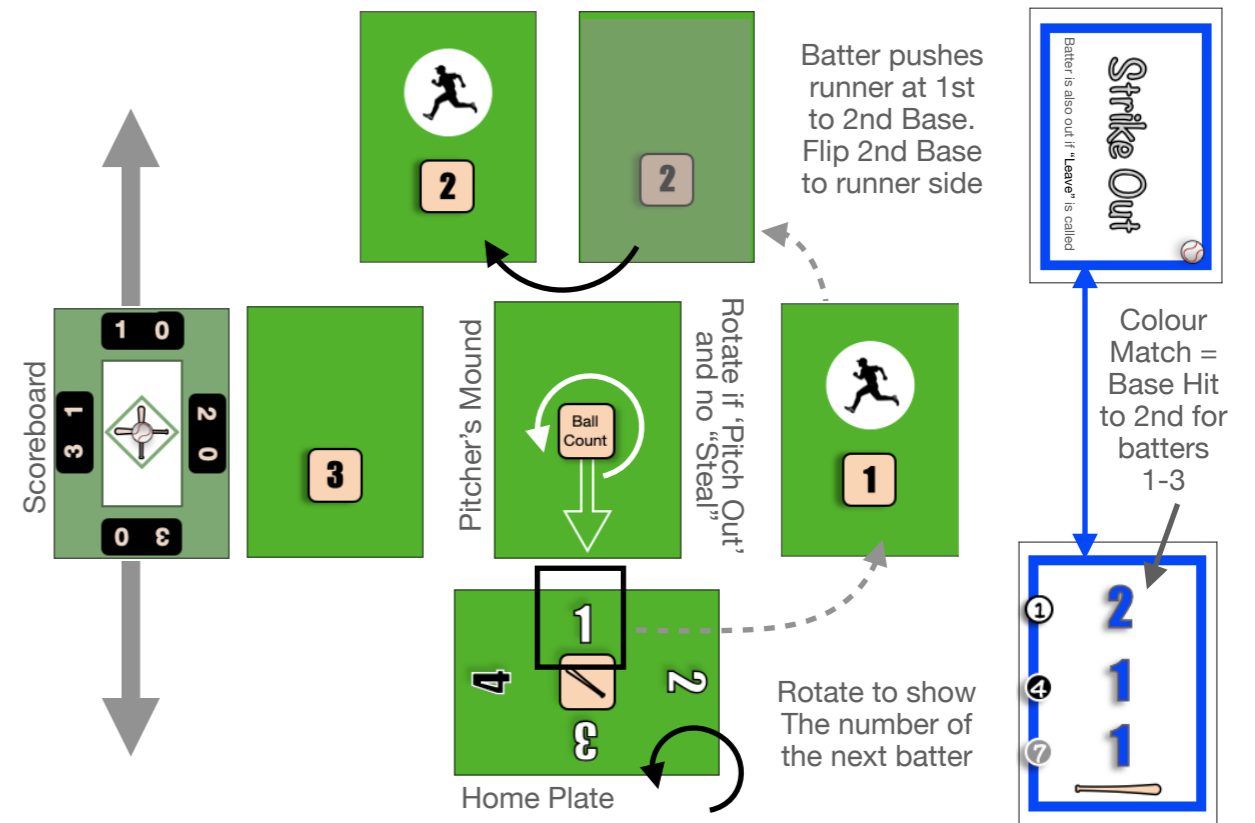
When the batter's hand is reduced to one card all cards are retrieved by both players and play continues.

Hits & Base Running

3

A batter who matches a border colour for their batter number on the pitcher's card ① 1-3; ④ 4-6; ⑦ 7-9 hits the ball and moves to the base indicated on the batter's card. 'Runners' (previously successful batters on bases) also move around the bases ahead of the batter hitting the ball. If a ② is hit a runner on 2nd base will make it to the Home Plate and score a run. If a batter hits a ① to get to 1st base a runner on 3rd will move to the next base (Home Plate) and score.

To indicate the final positions of the runners still on bases flip the base cards accordingly to show the new configuration of runners on bases.



More details about stealing a base and the 'Ball' count

If a batter calls for a runner to 'Steal' a base it must be empty and cannot be 1st Base or Home Plate. If the batter plays the 'Pitch Out' and there is no 'Steal' call the ball count increases by 1. If the count reaches 4 the batter get an automatic walk to first base and the count starts again.

The Relief Pitcher

At the **start of the SECOND** inning the Relief Pitcher replaces the Starting Pitcher for the rest of the game. Flip the Pitcher's Mound card to show the Relief Pitcher symbol. Be sure to maintain the direction of the arrow indicating the current 'Ball' count. The pitcher's double border card can now be matched by the batter for the rest of the game.