

## Baseball Dice Game

- Pick 4 pegs of the same colour and place them in the HOME position and pick 4 of a different colour and place them in the VISITORS position. These pegs represent the players.
- Pick any colour pegs to score the game for both teams using the points along the side, numbered 1 through 20. \*optional rule\* if game goes over 20 points leave a peg in 20 and start score with a new peg.
- Pick any coloured peg to mark the innings using the INNINGS grid near the top of the board.
- VISITORS first, select a player pin and place it at the home plate position. Roll the 2 dice and observe the outcome. Outcomes are printed on the board as pictograph dice using the smallest number of the 2 dice first. Example: a 1 and a 6 is a single.
- Place player from home base wherever the outcome described. If player is OUT place player peg in the OUT grid and place another player at home base.
- Same as baseball 3 OUTS and there is an inning switch. \*Note\* If an outcome occurs that doesn't apply (eg. Sacrifice Fly with no one on base), then the player that is up to bat is OUT with no other penalties.
- Each die roll represents 1 at bat with a minimum of 3 per inning.
- After 9 innings, or whatever inning you mutually choose to play to, highest score wins. If game is tied after 9 innings same rules as baseball apply. More innings are played until one team finishes the inning with more points. \*optional rule\* Again you may leave a peg in the 9<sup>th</sup> inning grid and use a new peg for 1<sup>st</sup> inning to mark SUDDEN DEATH rules are in play.
- Any number of people can be on either team taking turns rolling the dice and moving the pegs. There is no strategic value to having 2 people against 1 or any other combination because the dice statistics do not change. The more people playing, the faster the game play is.
- Change any of these rules to suit your style of game play. It is your game.

### *Wine Topper Tic Tac Toe:*

- **Players take turns putting their pegs into empty squares.**
- **The first player to get 3 squares in a row (up, down, across, or diagonally) is the winner.**
- **If all 9 squares are filled without 3 squares in a row, the game is over.**
- **If no player has 3 marks in a row, the game ends in a tie.**
- ***# Pieces required for the Game: 5x of each colour (Total 10x)***

### *Wine Topper Checkers*

- **The board is designed so that the pieces can only move diagonally.**
- **To start, place 6 of one colour on the first two rows and the opposing 6 colours on the last two rows. There should be two rows of three pieces on each side.**
- **You are allowed to move forward/backward diagonally one piece per turn if there is a space available, moving one space at a time unless jumping.**
- **After the first player takes their turn the next player goes, also moving their piece forward/backward diagonally.**
- **Remove your opponent's piece from the board by jumping them if your piece is diagonal to your opponent's and there is an empty space to hop to. Jump the opposing player's piece by moving your piece straight over theirs and landing on the space.**
- **You have won the game when your opponent only has 1-0 pieces remaining.**
- **A stalemate is determined when both players have 1 piece each remaining.**
- ***# Pieces required for the Game: 6x of each colour (Total 12x)***