

Baseball

A 2-player game for the piecepack

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Overview

This is a loose simulation of baseball for two players. There's plenty of luck involved, but some of the choices managers face in real life are represented here, such as how to pitch to certain batters, when to change your pitcher, and whether or not to go for that extra base. You'll need a basic familiarity with the sport to play this game, as baseball rules are not outlined much here.

The game is five innings, though extra innings may be necessary. Optional rules are included.

What you need to play

A piecepack

A standard deck of playing cards (take the jokers out)

Two copies of the team sheet and one copy of the game sheet that accompany these rules.

Setup

Each player takes 2 full suits of tiles and the corresponding pawns. The coins and dice will be used by both players.

Stack one 5 tile and the two nulls from your set face-down. This is your **pitcher stack** and represents the three pitchers you have available. The numbers on the inverted tiles have no meaning. Put the stack on the P square of the game sheet. Put your other 5 tile out of play.

Your remaining eight tiles are your position players (LF, CF, RF, 3B, SS, 2B, 1B, C). Set these up on the remaining squares on your team sheet. You may assign any tile to any position, except that players with the **value 4 may not play the outfield**. Higher numbers represent better fielding and speed skill, but lower numbers have better batting skill. Aces count as a value of 1 throughout this game. Players are committed to their position for the whole game.

Each player takes a full set of **red cards** which are Pitch Cards and **black cards** which are Swing Cards. Keep these two sets separate. They form hands which players select from when a batter steps to the plate. Remove the Aces if you are not playing with the Stealing Second Base optional rule.

Use coins to track the game on the game sheet.

Pawns denote which player is next to bat, and also the fatigue of your current pitcher.

The player who is further from his home is the visiting team and bats first. Resolve disputes with a die roll or food fight.

Batting order starts with the left fielder, and progresses across the tiles left-to-right (LF, CF, RF, 3B, SS, 2B, 1B, C, P, LF, etc.) Place one of your pawns on the bottom left of the hitter due to bat next. The **fielding player** takes the red die. The **batting player** takes the remaining dice.

Hitting the Ball

An at-bat is resolved by rolling the three batting dice, ignoring any die that matches the tile value of the batter, and totaling the result. For example, if your batter tile is a 4, and you roll [null, 4, ace], your Hit Result is 1.

Before this is done, however, each player must play a card face-down. The fielding player chooses any **red card** from his hand to represent the Pitch, and the batting player chooses any **black card** to represent the Swing. The King is the highest card and the two is the lowest. Once both players have made their card choice, the cards are revealed, and the Hit Result is determined as shown above. Cards played go to discard piles in front of each player. Subsequent Pitches and Swings must be played from the remaining cards in your hand.

If the fielding player played a higher card, he made a good pitch. **Subtract** two from the Hit Result. If the batting player played a higher card, the swing proved more powerful. **Add** two to the Hit Result. If both played the same card, the Hit Result stands as it is.

The Hit Result is interpreted by the following chart. Note that the numbers shown below are also shown in red next to the appropriate player on your team sheet.

Hit Result	
3 or less	Strikeout. Batter is out, move on to next batter.
4-7	Ground Ball. Possible single – fielded by: 4=3B 5=SS 6=2B 7=1B
8-10	Fly Ball. Possible single – fielded by: 8=LF 9=CF 10=RF
11-12	Double. Batter to 2nd.
13-14	Triple. Batter to 3rd
15+	Homerun.

Fielding a Ground Ball or Fly Ball

Ground balls and fly balls are hit to specific tiles as shown the Hit Result chart. The fielding player rolls the red die. If its value is **less than** the value of the tile fielding the ball, the batter is

out. Otherwise, the batter reaches first with a single. You can remember the **less than** rule by recalling that "ties go to the runner" in baseball.

Baserunners

When a batter reaches base, place a coin matching the batter's tile value on the appropriate base to represent him. Any runners already on base when the batter gets a hit will advance as many bases as the batter did. For example, if you hit a single with a man on second, you now have runners on first and third.

Special Baserunning Rules

After a hit with men on base, the lead runner may choose to try for an **extra** base, such as trying to score from second on a single. If he does so, he must roll a piecepack die **equal to or less than** his own tile value to safely advance (again, ties go to the runner). If he rolls too high, he is out. If you have multiple baserunners at the time of a hit, only the lead baserunner may seek an extra base this way. Everyone else on the basepaths stays put regardless of what happens to the lead runner.

Example: You have men on 1st and 2nd and get a single. The runner on 2nd goes to 3rd, and decides to try for home with the roll of a die. Whether he is safe at home or out, the next batter will come up with men on 1st and 2nd.

If a batter **flies out**, and it does not make the third out of the inning, the lead runner may attempt to advance as above after the catch.

Example: You have men on 1st and 2nd and hit a fly out. The runner on 2nd tries for 3rd after the catch. Whether he is safe at third or out, the runner on 1st will remain there.

If a batter **grounds out in a force situation** (runners on 1st, 1st+2nd, or bases loaded), the lead runner is forced out and the batter is safe at first.

Runners stay where they are on non-force situation groundouts or strikeouts.

Scoring Runs

As runners cross home plate, track the score with on the game sheet. Also, place a pawn on the opposing pitcher to track the number of runs he has given up. Place the pawn on his upper-left space for the first run he allows and move it clockwise as more runs score. If **four or more** runs are scored off of a single pitcher, he is In Deep Trouble (see later section). Note: Your third pitcher can't get In Deep Trouble, so you don't have to track the runs he gives up.

Running out of Swing and Pitch Cards

If you play your last Swing Card, just pick up the discard stack in its entirety and continue play.

If you play your last Pitch Card, you have a decision to make before the next batter comes up. You may leave your current pitcher in the game, in which case the **face cards stay in the discard stack** but you pick up the others and continue play. Or, you may replace the pitcher.

Replacing the Pitcher

You may replace your pitcher at any time. Remove one tile off your pitching stack and put it permanently out of play. If there was a pawn on this tile, set it aside, since your new pitcher will come into the game with zero runs scored off him. Pick up all of your discarded Pitch Cards, but put the highest remaining **face** and **numbered** card permanently out of play (the K+10 on the first pitching change, the Q+9 on the second). Your third pitcher cannot be replaced.

Pitchers In Deep Trouble

If your first or second pitcher gives up **four runs**, he is In Deep Trouble. You've left him in the game too long, and it will take time to warm-up the next pitcher in the bullpen. You may not replace him until three more hitters have come to bat or the current inning ends. During this time, the batting player gets to roll **four** batting dice instead of the usual three.

Your third pitcher never gets In Deep Trouble.

When the Pitcher Comes to Bat

Pitchers bat as if they had a tile value of 5 and **may not swing with a face card** unless the batting player has nothing but face cards left in his Swing Hand.

You may **pinch-hit** for your first two pitchers. Remove him from the game [see Replacing the Pitcher], and conduct the at-bat as if you were batting regular player with a tile value of 2.

You may not pinch-hit for your third pitcher, since he may not be replaced.

Optional Rules

Juice Cards

You can give the Face Cards additional power with this rule, making the decision to use them a little more strategic.

Face Cards represent Juice Cards -- an extra effort from a pitcher or batter. If a player plays a Juice Card **that outranks his opponent's card** (even if it is another Juice Card), he gets a bonus

for the at-bat beyond the standard two-point modifier. Thus only one player will get a bonus on a given at-bat, never both.

If the batter gets the bonus, he can re-roll any nulls he rolls **once**.

If the pitcher gets the bonus, the batter must re-roll any 5s he rolls **once**.

The Ace Card: Stealing Second Base

This rule rewards speedy players (i.e., bad hitters) who get on base and can make for a tough decision.

If the runner on first has a tile value **equal to or greater than the opposing catcher**, he may attempt to steal second (if vacant, of course). The batting player attempts a steal by playing his **Ace Swing Card** during an at-bat. This puts the at-bat on hold while the steal of second is attempted. The runner steals second successfully unless the fielding player has called a **pitchout** by playing an Ace himself.

If no pitchout was called, the runner is safe, and the fielding player returns whatever Pitch card he played to his hand.

If a pitchout was called when a base steal is attempted (that is, both players played Aces), the runner is out. If the batting player took a regular Swing during a pitchout, the Ace is considered to have a Pitch value of 1.

If the batter plays an Ace when a stolen base is not possible, it is considered to be a Swing of value 1.

If the only card you have left in your hand is an Ace, your hand is considered emptied (see Running out of Pitch and Swing Cards).

Batter Plays...	Fielder Plays...	Result
Ace	Ace	Pitchout! Runner caught stealing
Ace	Non-Ace	Runner steals second. Return pitch card to hand.
Non-Ace	Ace	Regular at-bat. Pitch card has value 1.

LF

no 4s

8

CF

no 4s

9

RF

no 4s

10

15+	Homerun
13-14	Triple
11-12	Double
3 or less	Strikeout

3B

SS

2B

1B

4

5

6

7

If catcher has higher tile value than runner, runner may not steal.

C

P

Bats as a 5. Cannot swing with face cards.

Pinch-hitter bats as a 2.

No outs

1 out

2 outs

