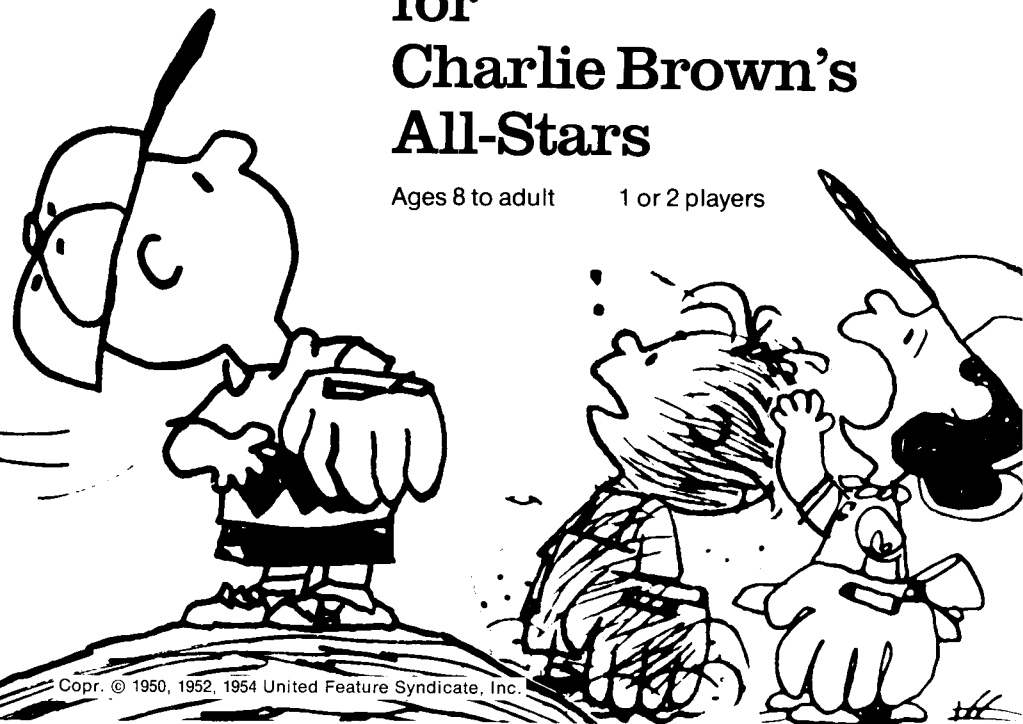




The Official Rule Book for Charlie Brown's All-Stars

Ages 8 to adult

1 or 2 players



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Starting the game

1. Each player (Team Manager) rolls the three dice. The player rolling the highest total is the Home Team and bats last.
2. Team Managers select their starting lineups of nine players each. (See example)



PLAYERS	POS	1	2	3	4	5	6	7	8	9
JIMMY	2B									
JACK	RF									
ART	3B									
BILLY	LF									
GEORGE	C									
GREG	1B									
FRED	SS									
TOMMY	CF									
MIKE	P									
	H/R	/	/	/	/	/	/	/	/	/

Lineup tips

1. Have your own Neighborhood Team challenge Charlie Brown's All Stars to a game.
2. Match two of your favorite Major League Teams, using lineups from box scores published in the sports section of your local newspaper.

ACTION PITCH GAME



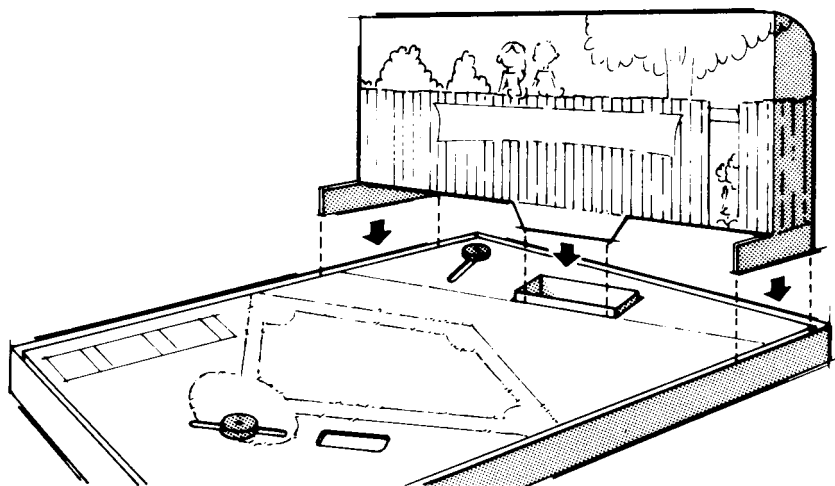
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Equipment

Playing Field, Outfield Fence, Pegs, Markers (Players), Three Dice, Rule Book, Action Pitch Chart, Score Pad.

Preparation

Position the Fence at the Pitcher's end of the field facing the batter. (See diagram)



The Fence serves as a shield, preventing the Batter from seeing the Pitcher's selection.

The playing field contains two knobs; one is operated by the Pitcher (behind the outfield fence) and the other is operated by the Batter. The window located beside Home Plate indicates the result of each pitch.

Before starting the game, familiarize yourself with the situations on the Action Pitch Chart; No Outs, One Out, Two Outs, Base Stealing.



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How to play

The Player "at bat" places a marker on Home Plate. He moves the knob to "Batter Up" and waits for the pitch. The Pitcher then selects his "throw" by setting the knob behind the Fence, taking care to conceal the position of the knob. He then calls, "Pitch". At this time, the Batter must either "Take" or "Swing". He moves the knob to his choice and reveals the result of the play. (Strike, Ball, or Batted Ball)



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Batting

Strikes: A strike occurs when a Batter swings on a pitch other than a Strike Zone pitch, or “takes” on a Strike Zone pitch. Three strikes and the Batter is out. Strikes are recorded on the game board.

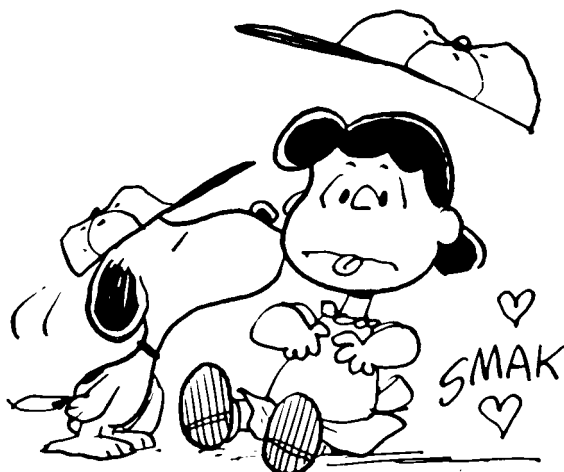
Balls: A ball results when a pitch is thrown out of the Strike Zone and the Batter “takes” the pitch. If the Batter gets four balls before he gets three strikes, he is walked and goes to First Base. Balls are recorded on the game board.

Batted Ball: Whenever a Batter “swings” on a Strike Zone pitch, the result will be a Batted Ball. The Batter then throws the three dice and adds up the result. (Example: $3 + 2 + 4 = 9$) The Batter then refers to the Action Pitch Chart (inside box cover) under the proper “Out” situation and reads the results.

Base stealing

When a Runner is on First or Second base only the Batter may call a “steal”. The Batter must wait until the Pitcher calls, “pitch”, before stating that a Runner will attempt to steal. The Batter must then “take” the pitch. He then rolls one die and reads the results on the Base Stealing Table on the Action Pitch Chart.

Double Steal: A double steal attempt is permitted only with Runners on First and Second base. The Batter calls a “double steal” and rolls one die. The result of the man going from Second to Third base is read in the “Steal Third Base” column of the Base Stealing Table on the Action Pitch Chart. The play-action “Safe” or “Out” must be at Third base. The Runner going from First to Second base is always safe.



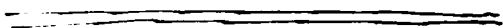
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Winning the game

The player having the most runs at the end of nine innings wins the game. If the score is tied at the end of nine innings, the game continues until the visiting team is in the

lead at the end of a completed inning, or when the home team scores the winning run. Regular baseball rules apply in any situation not covered.

Players wishing to play a shorter game should decide on the number of innings to be played before starting the game.



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FAST PLAY GAME

This version is recommended for younger players and as a starter to learn the basic game.

How to play

1. For game play results, use only the FAST PLAY CHART on the next page and the three dice.
2. When your player is at bat, roll the dice for a total number dice count. (Example $3 + 3 + 6 = 12$)
3. Then refer to the FAST PLAY CHART for play-action. Locate your dice count in the left-hand column and read the results from left to right.
4. Use your markers (Players) for "at bat" and "on base" action on the infield playing surface of the game.

FAST PLAY CHART

ROLL	BATTER RESULT	BASE RUNNER PLAY-ACTION
3	TRIPLE	All Base Runners score
4	HOME RUN	All Base Runners score
5	INFIELD SINGLE	Base Runners advance 1 Base
6	FIELDER'S CHOICE GROUND OUT to SS	Batter OUT at 1B, or Lead Base Runner OUT
7	SINGLE	Base Runners advance 1 Base
8	DOUBLE PLAY LINE DRIVE to 2B	Batter OUT...and Lead Base Runner OUT
9	FLY OUT CENTER FIELD	Batter OUT Base Runners do not advance
10	GROUND OUT THIRD BASE	Base Runners advance 1 Base
11	POP OUT FIRST BASE	Batter OUT Base Runners do not advance
12	SINGLE	Base Runners advance 2 Bases
13	STRIKE OUT	Base Runners HOLD bases
14	FLY OUT RIGHT FIELD	Batter OUT Base Runners advance 1 Base
15	WALK	Base-On-Balls
16	GROUND RULE DOUBLE	Base Runners advance 2 Bases
17	DOUBLE	Base Runners advance 3 Bases
18	HOME RUN	All Base Runners score



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Base stealing

When a Runner is on First or Second base only, the Batter may “call” a steal. He then throws one die and using the number on the die, reads the results on the Base Stealing Table.

Double Steal: A “double steal” attempt is permitted only with Runners on First and Second Base. The Batter “calls” a “double steal” and throws one die. The result of the man going from Second to Third base is read in the “Steal Third Base” column of the chart below. The play-action “Safe” or “Out” must be at Third base. The Runner going from First to Second base is always Safe.

ROLL	STEAL SECOND BASE
1-4	SAFE
5 & 6	OUT

ROLL	STEAL THIRD BASE
1-3	SAFE
4-6	OUT



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SIMPLIFIED SCORING SYSTEM

There are two separate records which can be kept when scoring a ball game.

1. The actions of the Batter or Base Runner are recorded in the five columns which are respectively marked (AB) for At Bat, (R) for Runners, (H) for Hits, (RBI) for Runs Batted In, and (SB) for Stolen Bases.

2. The actions of the Fielders are recorded in the last three columns which are respectively marked (PO) for Put Outs, (A) for Assists, and (E) for Errors.

The manner by which the Batter does or does not become a Base Runner is recorded by the use of symbols in the square opposite his name.

Preparation of score sheet

Place the players' names and batting order in the columns headed "Players". Record in the column headed "POS" the playing position of the player; (LF), (CF), (SS), etc.

The numbering system

The numbering system should only be used for the actual plays. The ordinary method is to begin with the Pitcher, thus: Pitcher, 1; Catcher, 2; First Baseman, 3; Second Baseman, 4; Third Baseman, 5; Shortstop, 6; Left Fielder, 7; Center Fielder, 8; Right Fielder, 9. All fielding plays are recorded by the use of these numbers.

Symbols

Symbols are used to show the results of the team at bat. A single base hit is designated by a vertical line (/), a two base hit by two vertical lines (//), a three base hit by three vertical lines (/ / /), and a home run by the letters (HR). A strike out is indicated by the letter (K), a stolen base by (SB), a base on balls by (B), a fielder's choice by (FC), a double play by (DP), and an error by (E).

How to score with numbers and symbols

Start the ball game. The first man, for example, flies out to right field. In the square opposite his name under inning 1, insert an (F-9) showing he went out on a fly to right field, then carry his time at bat by a dot in the column (AB) opposite his name. Your opponent will then place a dot in the (PO) column opposite the letters (RF) on his own score sheet.

On a double play from shortstop to second base to first base insert the letters (DP) and the numbers 6-4-3 in the proper inning square opposite the batter's name.

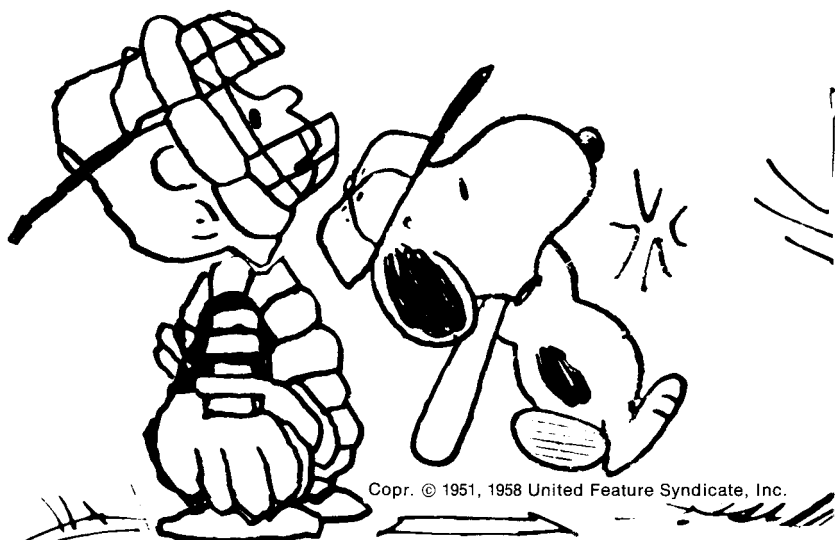
Your opposing player will then place a dot in the (PO) column opposite (2B) and (1B) and a dot in the (A) column opposite (SS) and (2B) on his own score sheet. Play continues with records kept in this manner.

Total

Record the total hits and runs of each inning in the square opposite the word "Total" in the proper inning. Example: First Inning: two hits, no runs.

When the game is over, complete all scoring by totalling each column (AB, R, H, etc.), and recording the result in the "Total" square of the proper columns.

We will be glad to answer inquiries concerning these rules. Parker Brothers, P.O. Box 900, Salem, Mass. 01970



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