## Directions for Playing

THE

## GAME OF BASEBALL



Parker Brothers Games, Ltd.
TORONTO

• 3 Strikes. Batter out. All runners hold Bases.

•	•	Batter out at 1st.
•	••,	WITH RUNNERS ON BASES. Throw the dice again, unless this play is 3rd out.
•		With a single runner on 1st, a total count of both dice of 6 or under, runner from 1st to 2nd is safe. A total count of 7 or over, runner is out at 2nd.
		With runners on 1st and 2nd both are forced. Throw the dice again. If none are out and total count of both dice is 4 or under batter hits into a triple play retiring the side.  If count is 5, 6 or 7, runner from 2nd to 3rd is safe and runner from 1st to 2nd is out completing a double play. If count is 8 or over, both runners are safe.
		If one is out and the total count is 6 or under, both runners are safe; if 7 or over, runner from 1st to 2nd is out, completing a double play.  With one runner on 2nd or 3rd or with two runners on—one on 2nd and one on 3rd—hold your bases, or with runners on 1st, 2nd and 3rd, throw the dice again. If the total count is 6 or under, the runner forced from 3rd to Home is safe and scores. If total count is 7 or over, this runner is out. Runners on 1st and 2nd advance to 2nd and 3rd and are safe unless the play has retired the side with three out.
lacksquare		Base on Error. All base runners advance one base.
••	••	Two Base Hit.  Any runners on 2nd and 3rd score.  Any runner on 1st advances to 3rd and at his option (depending on the value of the run) attempts to score, in which case he throws the dice again. If the total count is 6 or under, runner is safe and scores. If total count is 7 or over, runner is out.
•	••	One Base Hit to Left Field. All runners advance one base and any runner on 3rd scores.
•	• •	3 Strikes—Batter out—All runners hold Bases.
•	·•	One Base Hit to Right Field.  All runners advance two Bases and any runners on 2nd or 3rd or both score.
•		Foul Out—all runners hold Bases.

3 Base Hit. All runners on bases score.

••	• •	3 Strikes—Batter out—All runners hold Bases.
••		Batter Flies Out. If a runner is on 3rd and depending on the closeness of the score and advanced period of the game it is OPTIONAL to throw the dice again for an attempted advance Home.
		If the total count of both dice is 6 or under, the runner scores. If 7 or over, runner is out. All other runners hold their Bases.
• •	• •	Batter Out at First. With a man or men on bases this throw hits into a double play. Batter and base runner farthest advanced toward home are out. Other runners advance one base unless 3 are out.
• •	•••	Base on Balls. All runners forced to advance one base. Those not forced hold their bases.
• •		Infield Fly. Batter is out. All runners hold bases.
<b>:•</b> :	••	3 Strikes. Batter out. All runners hold bases.
••	::	Batter Fouls Out. All runners hold bases.

## **OPTIONAL** for Stolen Bases.

At any time in the game (depending on the value of a run or advanced base or bases) the team at bat may call for a single, double or triple steal, in which case he should announce his intention to the opposing player. For example: With a runner on 1st and 3rd the player calls "Double steal of 2nd and Home," etc., as the case may be: then throws the dice.

Home Run. Batter and all runners on bases score.

If the total count is 6 or under, the steal is successful and runner or runners are safe.

If the count is 7 or over, the runner is out, or if in a double or triple steal the runner farthest advanced toward Home is out, while other runners are safe unless the play is 3rd out. The game then continues as before.

The player representing the opposing team in the field should keep the record of outs and runs during each inning for the team at bat.

Specimen of Score Board:

Innings	1	2	3	4	5	6	7	8	9		i		Total Score
Home Team	==	===		===			=	_				 ==	
Visiting Team													

Questions will be answered gladly if postage is enclosed. Address

