

MINI MAGNETICS

Baseball

PLAYERS: 2

AGES: 8+

EQUIPMENT: 3 pitch cards, 3 hit cards, 2 strike chips, 3 ball chips, 3 out chips, 4 runner chips and game board

SET-UP: Flip a coin to decide which player will pitch first and which player will hit first. Each player takes three respective pitch and hit cards. The pitcher takes each card with a base drawn on it and the batter takes each card that depicts a bat on it. The pitcher has one fast ball, one curve ball and one ball.











GAME PLAY: At the same time the pitcher and batter each place a pitch and a hit card on the game board. If the batter guessed the pitch incorrectly, the pitch counts as a strike and a strike chip (S) is placed in the strike, ball and out counter. If the batter has guessed the pitch correctly and has placed the corresponding hit card on the game board, it is treated as a hit and the batter spins the dial to determine the outcome. If the dial lands on a hit, a runner chip is placed on the game board on the respective base. If the dial lands on an out, no runner advances and an out chip (O) is placed on the strike, ball and out counter. Each player alternates pitching and hitting every three outs.

WALK: If the pitcher had thrown a ball and placed the ball card on the game board (depicted by a ball moving to the side of the plate) and the batter has guessed correctly and placed the ball card on the game board (depicted by a ball moving by the side of a bat) a ball chip (B) is placed on the strike, ball and out counter. If four balls are thrown to a batter then a WALK occurs and the player batting moves a runner chip to first base.

SACRIFICE BUNT: If the dial lands on the SACRIFICE BUNT and there are no runners on base, it is simply treated as an out. If there are runners on base, each runner advances one base and one out is counted.

DOUBLE PLAY: If the dial lands on DOUBLE PLAY and there are no runners on base, it is just treated as one out. If there are runners on base, the pitcher decides which runners will be out.

SCORING: Each time a runner advances home, a run is counted and marked on the score card. Play continues for nine innings and the player with the most runs at the end of the game wins. If there is a tie at the end of nine innings, extra innings may be played to determine a winner.

PITCH CARDS		HIT CARDS		RESULT
	BALL		BALL	MARK BALL ON THE COUNTER
	CURVEBALL		HIT CURVEBALL	SPIN DIAL
	FASTBALL		HIT FASTBALL	SPIN DIAL
	CURVEBALL		HIT FASTBALL	MARK STRIKE ON THE COUNTER
	BALL		HIT CURVEBALL	MARK STRIKE ON THE COUNTER