



Baseball Dice Bonanza!



Objective

Hit the field and roll your way to victory in this high-energy mash-up of baseball and dice! Roll 'em, score 'em, and strategize your way to the top. It's time to bring the thrill of the diamond to your game night!

Setup

- Get your dice ready: one white die (1-6) and two green dice (2-12 total).
- Use the scoreboard and a dry erase marker provided to keep track of the action.
- Gather your players, up to 9 players on each team (or play solo, if you're a lone wolf of the dice world).
- Use the pawns provided to keep track of runners on base.

Let's Play Ball!

1st Inning: Roll Call!



- The visiting team kicks things off by rolling all three dice.
- The white die decides the vertical (1-6) on the stats chart.
- The combined total of the green dice decides the horizontal (2-12) on the chart.
- Example: Roll a 4 on the white die and a total of 8 on the green dice? That's a "POP OUT"! Better luck next time, slugger! Pass the dice to the next batter.

General Gameplay: Ground Rules (Using the Stats Chart)



- Ground Outs: Watch those little baseball icons on the stats chart! Left baseball icon means a ground out to 3rd base or shortstop, right baseball icon means 1st or 2nd base.
- Ground Outs with Runners:
 - Runner on 1st? Any ground out means a double play. Two for one!
 - Ground out to the right side? Runners from 2nd to 3rd and from 3rd to home advance. Left side? Not so much.
 - Runners on 1st and 2nd? Ground out left = double play on 3rd and 2nd. Right = double play on 2nd and 1st.
 - Runners on 2nd and 3rd? Ground out left = no advancement. Right = runners move from 2nd to 3rd and 3rd to home.
- Singles: Move all runners one extra base. Easy peasy.
- Doubles: All runners advance two bases. Double the fun!
- Fly Outs: Runners from 2nd to 3rd and from 3rd to home advance. Sorry, 1st base runners, you stay put.
- Pop Outs: No runner advancement.
- "X" on the stats chart: Strike!

Innings: Dice Strategy



- Odd innings (1st, 3rd, 5th, etc.): Roll all three dice. Go big or go home!
- Even innings (2nd, 4th, 6th, etc.): Roll one white die and one green die. This now creates and takes away opportunities to hit the other areas of the stats chart. Less dice, more drama!
- Don't forget to track those scores with your dry erase marker! Let's Get Rolling! Enjoy the game, and may the

best team win!

