**Contents**
Inside the “LIFE’S A PITCH” box you will find:
• 400 ORANGE OBJECT CARDS
• 104 BLUE SCENARIO CARDS
• ONE BIG DIE
• ONE CARD TRAY

**Object of the Game**
To provide the most creative, persuasive, smart, amusing, or entertaining response to each scenario.

**Setup**
- Separate the BLUE SCENARIO CARDS from the ORANGE OBJECT CARDS.
- Shuffle each color separately before placing them face-down on the table or in the card tray.
- The player with a birthday closest to the current date becomes the first ROLLER.
- The ROLLER deals 6 ORANGE OBJECT CARDS to each player (including him/herself).
- All players look at their cards (but keep them hidden).

**Winning the Game**
The goal is to play the ORANGE OBJECT CARD that is selected as the "best" solution or answer to the situation presented. If your card is chosen, you win the BLUE SCENARIO CARD and the round.

The first player to collect the winning number of BLUE SCENARIO CARDS wins the game.

3-4 Players - 5 BLUE SCENARIO CARDS are needed to win.
5+ Players - 3 BLUE SCENARIO CARDS are needed to win.

**TABLE TALK:** Players SHOULD NOT display or share how many SCENARIO CARDS they have won. It’s up to each player to remember how many SCENARIO CARDS each other player has won. NO TABLE TALK IS ALLOWED ON THIS SUBJECT.

**Playing the Game**
- ROLLER picks a BLUE SCENARIO CARD and reads it aloud to the group.
- ROLLER then rolls the die to determine the type of play. See back for further detail. (You do NOT need to read all this right now. Please read during game play.)
- The ROLLER is in charge of each round. KEEP IT MOVING. After each round, discard ONLY the played ORANGE OBJECT CARDS and draw new ones. All players should have 6 ORANGE OBJECT CARDS for each round. The player to the left now becomes the next ROLLER.

**WILD CARDS:** Wild Cards should be played like any other ORANGE OBJECT CARD. Announce an object, that matches the instructions on the card, before making your pitch. Wild Cards CANNOT be used during "NO PITCH" rounds.