

A FAIR FLY is a ball batted in the air that falls within fair territory or inside the lines from home base over third and first to the fence.

GROUND HIT is a ball batted on the ground by the batter.

A LINE HIT is a ball hit on a line fly straight out from the batter.

AN ASSIST is a ball thrown from one player to another aiding in retiring a base runner, the player throwing the ball is credited with an assist, while the player catching the ball is given a put out.

A PUT OUT is when a player catches a foul or fair ball from the bat or thrown ball, in case of a force, or at first base, or by touching a runner with the ball while the runner is off of a base.

AN ERROR is a fumble of a ground ball, muff of a fly or thrown ball or a wild throw that enables the base runner to take one or more bases.

A SACRIFICE HIT is where a player purposely allows himself to be put out to advance a fellow player, the bunt is the most common method of sacrificing, yet they often turn into base hits.

#### FINE POINTS OF PLAY.

As in real game you play to score the runs—suppose you had a man on second and one out. If you had no base hit to bring him in, and you could play ground hit to center field and assist at second, that will score your man and make second out, but a good play.

The first part of a double play will play any time, the double only if men are on bases right for double to be made.

Each card tells its value and when it will play, and where men must be for it to play, it will not play with sense otherwise.

Passed Ball—Wild pitch will not play unless there is a man on base.

Save big batting cards to drive in runs, and your double fielding cards to nip your opponents batting rallies.

**NOTICE** —NO OTHER CARD GAME IS BASE BALL EITHER IN NAME OR PLAY.

#### DIRECTIONS FOR PLAYING



The following cards entitle the batter second base, forcing each preceding man two bases: Two base hit; ground hit to third, wild throw to first, striker takes second base.

A three-base hit gives the batter three bases, and scores each preceding man. The home run scores all men on bases, including the batter.

Three strikes played in any one inning puts out the man then at bat. Should the parties desire, they can choose the names of eighteen men and keep the entire score as in a real game, keeping the record of put-outs, assists, errors, base hits, times at bat, passed balls, wild pitches, earned runs, and all connected with the real game. The players must use their own judgment in regard to the plays. For instance, the card "fly out to right and assist to third, two out" will not play two out, unless there is a man on second, while "fly out to first and double to third, two out" will not play unless there is a man on 3d. The reason is this, if there was a man on 3d, and a fly was hit to right field he would attempt to score after the fly was caught; if on second he would attempt to take third in the same manner. While no man would attempt to touch 2d base and steal third while the first baseman held the ball. There are several such plays that should be watched. A ground hit to

centerfield will not put a man out at third unless there is a man on 1st, for if there was a man on 3d he would score on the hit, giving no chance of putting him out at 3d, and so on.

On each card is 'BALL' 'STRIKE'. If at bat, and you hold all fielding cards, play your least valuable card as a ball, instead of putting your own man out. If in field, holding all batting cards, play the least valuable card as a strike, instead of giving opponent the benefit of card value proper. If you hold five cards that will not play as cards read, play strike or ball, as you see fit.

#### BASE BALL TERMS.

1 Base Hit, is a safe hit between first and 3d bases on which no error is made by opposing fielder, and the batter is enabled to make one, two, three or four bases without being put out.

A FOUL is a hit that goes outside of lines drawn from home base to third and first bases.

A FOUL FLY is a ball batted in the air that falls on foul ground.

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#### DIRECTIONS.

Shuffle the cards, deal five to each player, (if more than two, they must play partners, playing alternately, the same as any other card game) the remainder of the pack, place on the table to draw from after each play, so that each player may at all times have five cards in his hand, from which to select a playing card. Suppose A and B to be the opponents in a game, and it has been decided which is to Bat first. If it fall to A, then A places his man (checker of one color) at bat, (using the miniature ball ground enclosed in box). A then is at bat, and B plays the field side. The checkers or markers are used to represent the position of the players after each play, as they would be on the real diamond after a play similar to the one designated by the card played.

Always bear in mind the cards represent different plays on the field, and have the same relation to the play on the miniature diamond they do on the real ball field; for instance, if A plays a "1 Base hit," he places a marker on first base—that represents the batter that supposed to make the safe hit. Then with a man on first, B the field side plays, say, "caught napping at first by Pitcher." As in the real game if the runner is caught napping by the pitcher, he is out and must retire, so A must

remove the marker from first leaving the bases empty again; but, suppose B plays "Ground hit to Pitcher and out at first." In the real game, such a play would be called a sacrifice and the man on first, goes to second on the out, and so you mark his play by advancing the man on first to second—and again should B play "forced out at second by hit to short," the game remains the same with a man on first, but one more out against the batting side. To further illustrate, we will play one full inning as follows: As above stated, A being at bat, B is the field side, and has first play—and selects any card he may have among his five, that will put out A's man, as "Ground hit to any position and out at first, fly out to any position, foul strike and out, or foul out to any position, or ground hit to any field and out at second," this comprises all the cards B can play to retire the batter. Say he plays, "Fly out to short stop" and draws a card to take its place from the deck, (this gives him 5 cards again and a new play) that play makes one out against A's side, the same as in real game and A's play. A being at bat plays any card he may hold that will put his man on first. Say, in this instance, he plays the card "1 Base hit to center field" and puts a marker on first base to represent the play—then he draws a card from the deck (always draw one card from the deck after each play). The

game now stands one out and man on first, first half of first inning, and B's play. Say, B plays "Ground hit to third and out at first," this play makes two out and advances A's man to second. With a man on second A plays "2 Base hit to right field," and the "man on second scores," still leaving a man on second and two out, and B's play. B plays "Foul out to catcher," making 3 out and B's turn at bat, A playing the field side from his hand. As A scored one run the score stands 1 to 0 the first half of first inning, and B to play his half. B having played last it is A's first play. B places a marker at home plate on diamond, having opposite color marker from A, and A plays "Ground hit to first and out." Then B plays whatever card he has to get his man on base; suppose he plays "3-base hit to right field," he places his marker on third base. Then the game stands one out and B's man on third in last half of first inning, and A's play. Suppose A has the card "Fly out to left field and assist at home," this completes a double play and retiring B's side without a score, the runner being caught attempting to score after the put-out. This completes the first inning and stands 1 to 0 in A's favor, and A's man up at bat for beginning of second inning. Play as in the first inning, alternately, keeping score of each inning as in the real game.

If at the end of nine innings each player has an equal number of tallies, continue to play until one of the opponents is ahead on equal innings, which decides the game. The score, or record, of the game is kept the same as a real game of base ball, viz:

Innings ...	1	2	3	4	5	6	7	8	9	
A .....	1	0	0	0	3	0	2	0	0	—6
B .....	0	1	0	1	0	0	2	0	0	—3

The longest game reported is 4 to 3 in 19 innings, while another extreme was 16 to 0.

It's the real game, play it as you would real ball and it is quite as exciting.

#### VALUE OF CARDS.

The following cards entitle the batter first base, forcing each preceding man 1 base: Forced out at second by hit to short-stop; Ground hit to short-stop and fumble; Ground hit to first, and fumble; Ground hit to second, and fumble; Ground hit to pitcher, and fumble; Hit by pitcher, batter takes 1st base; Fly to center field, and muffed; Fly to left field and muffed; One base hit; Base on balls.