# OBJECT OF THE GAME

Score the most runs in three innings of play.

# GET TO KNOW THE DIGE

batting











curveball fastball

# GET READY

- 1. Shuffle the hit cards and put them face down in a pile. Set out the game board, dice, player pieces, score pad, and pencil.
- 2. Divide into two teams and write your team names on the score pad.
- 3. The team with the person whose birthday is coming up next is the home team.

#### HOW TO PLAY

- 1. The visiting team bats first and gets the batting die.
- 2. The home team gets the pitching die and keeps score.
- 3. The visiting team puts a player piece on home plate. This is the batter.
- 4. On the count of three. both teams roll their die.





**SINGLE:** Move all players on the board forward one base.

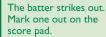
**DOUBLE:** Move all players on the board forward two bases.

**TRIPLE:** Move all players on the board forward three bases.

**HOME RUN:** Move all players home.

**OUT:** Mark one out on the score pad.





The batter moves to first base. If there is already a player on first, they advance one base.

- 5. Your team scores one run for each player who crosses home plate. Keep track of runs and outs on the score pad (you don't use the balls and strikes section of the score pad in this version).
- 6. The visiting team keeps batting until it makes three outs. Then the home team comes to bat. Switch dice and give the score pad to the visiting team.
- 7. After each team has been to bat once. it's the end of the inning.

#### HOW TO WIN

The team with the most runs at the end of three innings wins!

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WARNING: CHOKING HAZARD
Small parts. Not for children under 3 years.

# NOW TRY THIS?

Want to step it up a notch? Try this.



The batter draws a hit card.

**SINGLE:** Move all players on the board forward one base.

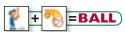
**DOUBLE:** Move all players on the board forward two bases.

**TRIPLE:** Move all players on the board forward three bases. **HOME RUN:** Move all players home.

**OUT:** Mark one out on the score pad.



The batter gets a strike. Mark it on the score pad. If you get three strikes, you're out. Mark the out on the score pad.



The batter gets a ball.

Mark it on the score pad.

If you get four balls, you get to walk to first base. If there is already a player on first, they advance one base.

## Cranium Grab & Go™ games

Try a new twist on a classic game! From checkers to sudoku, jacks, and more, Grab & Go games are perfect for travel and a quick burst of fun anywhere!



#### Ages 6 and up

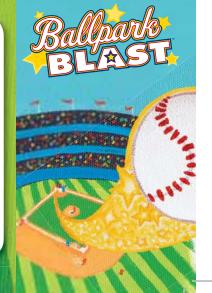
#### Squawkbox Cards™

Squawkbox Cards are the portable card games with exciting electronics! Choose from three unique games: quick-playing Bug Hunt strategic Pirate's Passage and loony Lunch Munch.

# Squawkbox Cards



Ages 7 and up



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