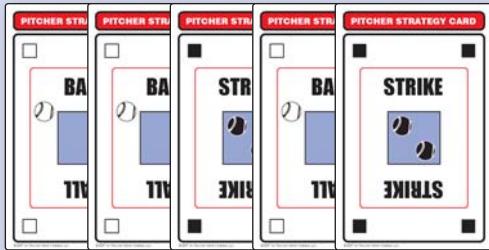


Pitcher Strategy Cards



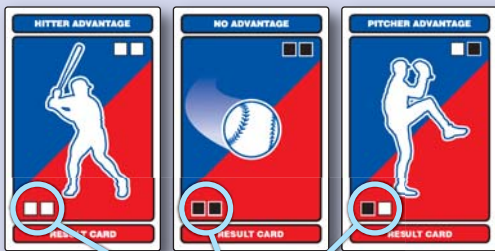
Each team's Pitcher Strategy Deck is made of 15 white (BALL) cards and 10 black (STRIKE) cards.

Hitter Strategy Cards



The hitter always tries to match the color of the pitcher's strategy.

Result Cards



Compare the hitter's vs. pitcher's strategy

Matching the pitcher's white strategy improves the hitter's chances of getting on base by about 50% over matching the pitcher's black strategy

HOW TO PLAY

Pizza Box Baseball™ plays out the battle between the pitcher and the hitter, called an at-bat. The hitter tries to get on base, and the pitcher tries to get the hitter out.

The pitcher may choose only one strategy card per at-bat. The pitcher has 2 main strategies to try to get the hitter out, which are color-coded:

- The pitcher uses the white (BALL) strategy to get the hitter out by throwing pitches outside the strike zone.
- The pitcher uses the black (STRIKE) strategy to get the hitter out by throwing pitches inside the strike zone.

On average, the pitcher's black (STRIKE) cards get hitters out more often than white (BALL) cards. The pitcher usually begins an inning with more white cards than black cards.

The hitter also chooses one strategy per at-bat. The hitter has 2 main (color-coded) strategies to try to get on base:

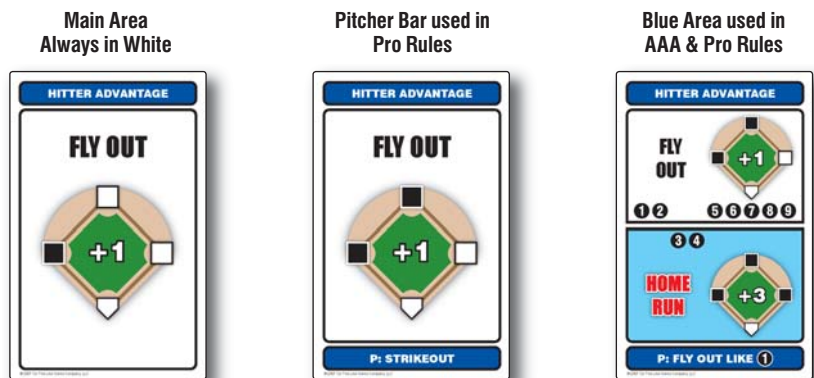
- The hitter uses the white (TAKE) strategy to get an advantage against the pitcher's white (BALL) strategy. The hitter tries to gain the advantage by waiting patiently during the at-bat for a good pitch to hit.
- The hitter uses the black (SWING) strategy to get the best results against the pitcher's black (STRIKE) strategy. The hitter swings aggressively at pitches to keep from falling behind against strikes.

The hitter can get hits with both the white (TAKE) and the black (SWING) strategies, but it is very rare to get a walk using the black strategy.

Players each select a strategy card, compare colors, and then draw a result card from the appropriate result deck.

Reading Result Cards

There are 3 result card formats (shown below). Some cards are split. In A-Ball, players only read the white section of the card. Shaded sections are used in other game levels.



In A-Ball (and AA-Ball), read all of the examples above as a FLY OUT for the hitter.

Result cards also show how to advance runners on base. Runners occupying black-shaded bases (before the ball is hit) advance the number of bases indicated on the card (None, +1, +2, +3). Runners occupying white bases before the ball is hit do not advance.