

RallyBird Baseball Board Game Learning Exercises (Solitaire)

SCENARIO A

Set up: (a) Remove the *Take the Pitch* card & all three *Sac* (Sacrifice) cards. (b) Place a wooden runner on first base. (c) Place a yellow wooden *Out* token on an umpire circle. (d) Remove special *Glove* tile 5* out of play. (e) Don't use *Inning* tiles or the *RallyBird* tile.

First, play as defense. Choose an *At Bat* card at random, blindly. Place it face down on the board.

Next, place your defensive *Glove* tiles in position according to your judgment. Reveal the *At Bat* card. (If a steal does not apply, use the next *At Bat* card.) Continue until you have 3 Outs. Remember the rules to flip or remove *Glove* tiles upon advancing the batter or runner. Don't let offense score!



SCENARIO B

This time, play as offense. Set up again as above. In addition, flip all *Glove* tiles to the back side (red numbers). Choose and place your *At Bat* card.

Shuffle the *Glove* tiles, careful to keep the same side oriented up. Select each tile blindly and place it on a field position in the board's alphabetical order. (Each field position has a printed letter A-F). In this scenario, since the *Glove* tiles already start with their red numbered side up, you'll remove one of them if they're involved in offensive success. Play until the third Out. Can you score against this strong, brittle, random defense? If not, try again.

When ready, try Scenario B again while including the *Take the Pitch* card and the three *Sac* cards.



The purpose of these scenarios is to help you learn the mechanics of the game. For the most fun, play against a live opponent!