

GRIDDLY HEADZ™

TO PLAY IS NOT ENOUGH

BASEBALL GAME



Advanced Rules

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CONGRATULATIONS!

You now have in your possession the official
GRIDDLY HEADZ™ Baseball Game.

Take some time to read this booklet.

The more you know, the more exciting the game!

Go online to see a clip of the game.

EACH GAME CONTAINS:

- 3 Sets of 20 Play Cards
- 50 Score Card Tickets (Statz Pad)
- An Instruction Book
- 2 GRIDDLY HEADZ™ Membership Cards
(remember to join!)
- 2 Baseballs and Bats (Bunt players)
- 4 Slide-In Locker Rooms with 12 Uniform Puzzle Pieces
- 4 Team Sets of:
 - 4 Regular Players (Scrappy)
 - 1 Pitcher (Studdly Mann)
 - 1 Catcher (Mae)
 - 2 Dice

(Order replacement pieces at www.griddlyheadz.com)

HOW TO BEGIN

- Each participant chooses a Team Color.
- Each participant receives a Locker Room with uniform puzzle pieces (See Page 12) closest to their Team Square.
- Place all play cards on the Play Card Squares.
- Set 3 Regular Players (Scrappy) on the Team Dugout (See Page 12).
- Set 1 Regular Player (Scrappy) on the Team Square (See Page 9).
- Set the Pitcher (Studdly Mann) on the Team Dugout.
- Set the Catcher (Mae) on the Team Dugout.
- Keep the bats and balls close, you will use them for the Bunt challenges

WATCH OUT!

One Way To Win - Two Ways To Lose.

- First person to 10 Runs is the winner.
- If you lose all 12 pieces of your Uniform you are eliminated.
- If any 4 of your players have been ejected from the game, then you're out of the game.

THE SCORING

- To win, you have to make 10 Runs.
- Every time your Regular Players (Scrappy) makes a Bunt, Grand Slam or draws a card awarding Runs you receive 1 Run toward your total score.
- Every time your Pitcher (Studdly Mann) makes a Bunt, Grand Slam or draws a card awarding Runs you receive 2 Runs toward your total score.

DETERMINE WHO THE STARTER WILL BE

The starter is the person to roll both dice and start moving their players around the game board. All play moves are clockwise, except Mae (See Page 5). To determine who the starter will be:

- Each player takes a die and rolls.
- The highest number will be the starter.
- If a tie occurs between players, only those who tied will keep rolling until the winner is determined.

DICE RULES

- If one of your die is a 6 or the total of both dice equals 6 then you can move another player into your Team Square (maximum 3 players on the Active Playing Surface [APS], see Glossary on Page 12).
- If you have more than one player on the APS, you may "split" the dice count so that one player moves the count of one die and the other player moves the count of the other die. For example: You roll a 4 and a 1. If you have two

players on the APS, one player could move 4 spaces and the other player could move 1 space. Or you could move just one of the players 5 spaces.

- If a die does not land in the Diamond you have to re-roll that die.
- If a die is leaning against the side of the Diamond, then you must re-roll only that die.
- When you re-roll, do not roll both dice, only the one at fault.
- When competing in a challenge, each participant uses one die.
- If you and the challenger roll 3 identical numbers in a row, both of you will lose 2 pieces of Uniform from your Locker Room and the challenge will end.
- During a challenge if you hit the other participant's dice the opponent has 3 options to choose from. They have the option of re-rolling, they may keep the value of the dice now shown or they may keep the original value of their dice.
- You cannot purposefully hit your opponents dice. If you hit your opponents dice twice during a challenge you automatically lose that challenge.
- If you and your opponent roll your dice at the same time during a challenge and your dice hit, neither you nor your opponent re-roll.
- All dice play happens in the Diamond.

MERCY PLAYS

- In order for you to always have a player on the APS, some plays have been introduced to help you make the most of your game; these are called Mercy Plays.
 1. When you have only 1 player on the APS and that player is sent to your Dugout, either by a drawn card or losing a challenge, another regular player from your Dugout is allowed to come out on to the Team Square immediately.
 2. If the only player on the APS is in the Spring Training Camp, and you have unsuccessfully tried to bring another player onto the APS by rolling a six, then you are permitted to bring a Scrappy (Regular Player) on to the Team Square on your next turn.

FIGHT CHALLENGES

- **All “fights” must be honored first, before any cards are picked up and before the instructions on the square are followed.**
- When two players land on the same square they must “fight” one another to determine who will lose 1 piece of their Uniform.
- If there are more than 2 players on that square they must fight each player separately.
- Fight contest consists of:
 - “BEST 3 OF 5”.

- Each person uses only 1 die.
- The first participant to roll the highest number three times will win the challenge.
- One of the other players should keep score with their fingers in the air so everyone knows who is winning the challenge.
- If you and the challenger roll 3 identical numbers in a row, both of you will lose 2 pieces of Uniform from your Locker Room and the challenge will end.

THE KEEPER CARDS



- If you want to use a “Keeper Card” they must be played immediately before you start a challenge or at the time you are challenged.
- The maximum number of “Keeper Cards” you may have in total is 3. If you draw a 4th “Keeper Card” and you would prefer to have it, you may exchange with a current card. Place the card you no longer want at the bottom of the respective pile.

1. Umpire Card

- These are rulings by the baseball Umpire. All decisions are final and without question. Some are in your favor and some may cause you some discomfort.

2. Foul Ball Card

- Foul Ball Cards can be friend or foe with your Uniform. It could get breezy.

3. Home Run Card

- Fast moving and involving sudden changes for you or your opponents. The Home Run Cards may make you jump for joy or move around to places you don't want to go.

INSTRUCTIONS FOR BUNT CHALLENGE

- When someone lands on a Bunt Square they can challenge any other player.
- Place the baseball on the designated spot. One player will hit from one end of the board and the other player will hit from the opposite end of the board. Whoever is challenged hits first.
- Attempt to hit your ball so that when your hit is completed the baseball is closest to the pitchers mound. If your ball hits your opponent's ball you lose. Closest to the pitchers mound is awarded 1 Run.
- If the challenger has landed on the Bunt Square with their Studdly Mann game piece and wins the challenge they are awarded 2 Runs.

THE PLAYERS

- Only 3 players from one team may be on the Active Playing Surface (APS) at any one time.
- If a person puts more than three players on the APS at one time, the player last added will be ejected from the game.

There are 3 types of players:

1. Pitcher (Studdly Mann) [1 Player]

- Must follow instructions on each square.
- May only move clockwise.
- Starts with a 1 roll advantage in all challenges. In the case of a Studdly Mann landing on a square containing another Studdly Mann, neither starts with a 1 roll advantage.
- If Studdly Mann wins a Bunt or Grand Slam challenge, Studdly Mann wins 2 Runs instead of 1.
- Cannot be ejected from the game unless they are the only player remaining on the APS at the time of the challenge or if they receive an ejection card or lose an ejection challenge to Mae.
- If Studdly Mann lands on an opponent's Team Square, Studdly Mann is sent back to his own Dugout.





2. Catcher (Mae) [1 Player]

- **Does not** follow the instructions on any squares.
- May move clockwise or counter-clockwise.
- Removes 2 pieces of Uniform from any Regular Player (Scrappy), except her own, when she lands on an occupied square.
- Cannot be ejected from the game unless they are the only player remaining on the APS at the time of the challenge or if they receive an ejection card or lose an ejection challenge to Studdly Mann.
- Can split a dice roll by going forward or backward with the count of one die and the other direction with the count of the other die.
- If Mae lands on an opponent's Team Square, Mae is sent back to her own Dugout.

3. Regular Players (Scrappy) [4 Players]

- Must follow instructions on each square.
- May only move clockwise.
- When Scrappy wins a Bunt or Grand Slam challenge, he wins 1 Run.
- If Scrappy lands on opponent's Team Square, Scrappy is sent back to his own Dugout.
- Will be ejected from the game if:
 - Too many players on APS.
 - Ejection card received.
 - Lose Tagged Out challenge.

Players







<p>Scrappy</p> 	<p>Regular Baseball Player</p>	<p>Scrappy must take action listed on square.</p> <p>Scrappy may only move forward (clockwise) around the game board.</p>
<p>Studdly Mann</p> 	<p>Pitcher</p>	<p>Studdly Mann can do all activities of a regular player.</p> <p>Studdly Mann may only move (forward) clockwise around the game board.</p> <p>Studdly Mann has 1 roll advantage when in a challenge.</p> <p>If Studdly Mann wins a Bunt challenge or Grand Slam Challenge that team wins 2 Runs.</p> <p>Studdly Mann can not be ejected by a regular player in a challenge unless he is the only player remaining on the APS.</p>
<p>Mae</p> 	<p>Catcher</p>	<p>Mae does not follow the actions listed on any of the game board squares except if she lands on an opponents Team Square (See Page 5).</p> <p>Mae can move forward or backward.</p> <p>Mae takes two pieces of Uniform from a regular player when she lands on the occupied square.</p> <p>Mae can not be ejected by a regular player in a challenge unless she is the only player remaining on the APS.</p>
<p>Bunt Player</p> 	<p>Single Purpose Player (Instructions for Bunt Challenge on Pg. 4)</p>	<p>Player does not move around the APS.</p> <p>Player does not sit in the Dugout.</p> <p>Player is only used for Bunt situations.</p>

Challenges




(When 2 players land on the same square.)

Scrappy vs. Mae	Land on same square	Each Scrappy on that square automatically loses 2 pieces of their Uniform (except your own).
Studdly Mann vs. Scrappy	Land on same square	Best 3 of 5 rolls. One die each is rolled. Studdly Mann starts with a 1 roll advantage. Loser removes 1 piece of their Uniform.
Scrappy vs. Scrappy	Land on same square	Best 3 of 5 rolls. One die each is rolled. Loser removes 1 piece of their Uniform.
Studdly Mann vs. Mae	Land on same square	Best 4 of 7 rolls. One die each is rolled. Studdly Mann starts with a 1 roll advantage. Losing player is ejected from the game (back to the Locker Room).
Studdly Mann vs. Studdly Mann	Land on same square	Best 4 of 7 rolls. One die each is rolled. Neither start with a 1 roll advantage. Losing player is ejected from the game (back to the Locker Room).
Mae vs. Mae	Land on same square	Best 4 of 7 rolls. One die each is rolled. Loser removes 4 pieces of their Uniform and is sent to Spring Training Camp.





The Cards

Home Run Cards	Action	Pick-up a Home Run Card.
	Results	If your card has a  , you may keep it for future use. It is a “Keeper Card”.
		Maximum of 3 cards at anytime may be kept (Home Run or Umpire).
		You may exchange a held card for a new card when you land on the Home Run square.
Umpire Cards	Action	Pick-up an Umpire Card.
	Results	If your card has a  , you may keep it for future use. It is a “Keeper Card”.
		Maximum of 3 cards at anytime may be kept (Home Run or Umpire).
		You may exchange a held card for a new card when you land on the Umpire square.
Foul Ball Cards	Action	Pick-up a Foul Ball Card.
	Results	All cards must be played right away.
		If you cannot use it, you lose it.
Grand Slam Square	Action	Roll one die as fast as you can against any opponent.
	Results	First person to roll a 1: wins 1 Run.
		If both players roll a 1 at the same time: both win 1 Run.
		If Studdly Mann was the challenger: win 2 Runs.

Squares

<p style="text-align: center;">Spring Training Camp</p> 	<p style="text-align: center;">Action</p>	<p>Only one player of each team is allowed to be in Spring Training Camp.</p>
	<p style="text-align: center;">Results</p>	<p>If you land on this square your player will have to remain in the Training Camp until you either:</p> <ol style="list-style-type: none"> 1. Pass by the square with another player. 2. Play a get out of Training Camp card. 3. A Mercy Play. (See Page 3) <p>When you have a player in Spring Training Camp and then another one of your players is sent there, either by a drawn card or you land there, an exchange occurs. The player currently in Spring Training Camp returns to their Team Square and the other player takes their place in Spring Training Camp.</p>
<p style="text-align: center;">Stolen Base Go To Other End Of Field</p> 	<p style="text-align: center;">Action</p>	<p>When you land on this square, you must move your player to the same square at the opposite end of the APS.</p>
	<p style="text-align: center;">Results</p>	<p>This may be useful when trying to evade Mae or get your player back to your Team Square.</p> <p>NOTE: You cannot move to the other end of the APS with your player and then move the same player again with the count of the other die.</p>
<p style="text-align: center;">Team Square</p> 	<p style="text-align: center;">Action</p>	<p>Where your players will come onto the APS.</p>
		<p>When only 2 or 3 participants are playing, the unoccupied Team Square becomes a “safe zone” for everyone.</p>
		<p>When you land on an opponent’s Team Square you will immediately be sent back to your Dugout.</p>
<p style="text-align: center;">Results</p>	<p>When you land on your own Team Square, you may swap your current player with anyone else in your Dugout.</p>	

Squares

Tagged Out Challenge 	Action	Best 4 of 7. Challenge any player who is on the APS. Only challenge Mae or Studdly Mann if they are the only players remaining on the APS.
	Results	Player ejected from game.
		If Challenger loses : eject player on Tagged Out challenge square.
		If Opponent loses : player who was challenged is ejected from the game.
Double Play Challenge 	Action	Best 3 of 5. Challenge any player who is on the APS, including Mae or Studdly Mann.
	Results	Player sent back to Dugout.
		If Challenger loses : send player on Double Play square to Dugout.
		If Opponent loses : player who was challenged is sent back to Dugout.
Interference Challenge 	Action	Best 3 of 5. Challenge any player who is on the APS, including Mae or Studdly Mann.
	Results	Loser of challenge removes 1 piece of their Uniform.
Bunt Challenge 	Action	Challenger goes last. Both hit baseball with bat toward pitchers mound from Batter's Box.
		Challenge any opponent who is on the APS.
		Avoid hitting opponent's Bunt Player.
	Results	Baseball closest to pitchers mound wins 1 Run.
		If no clear winner, break tie with one roll of the die - highest number wins.
If opponent's baseball is hit, you lose the Bunt attempt.		

HOME RUNZ & FOUL BALLZ (Another Dice Game)

For the purpose of Home Runz and Foul Ballz the instructions on the squares of the APS mean nothing and are to be treated as if they are blank squares.

Hey Hosers here's how you play:

Players

- Two to Four.

Objective

- First person to go forward (clockwise) around the board and land exactly on the blue corner square again is the winner.
- Each person takes a baseball player and starts on the blue corner square.
- Each person rolls one die - the highest number will go first.

To Move

- Roll both dice and move forward (clockwise) the combined total of both dice unless it is a double or a 7.
- If you roll a double (two of the same number) then move backward (counter-clockwise) the total of the 2 dice.
- If you roll a 7 (any combination that adds up to seven) then move backward (counter-clockwise) 7. You can end up past the starting point.
- If you land on a square with another player, you must move backward to the next GRIDDLY HEADZ™ Baseball corner square. If that square is also occupied, then move back to the next GRIDDLY HEADZ™ Baseball corner square.

To Win

- You must go completely around the board once and land exactly on the blue corner square.
- You must roll the exact number to land on the blue corner square.
- If your roll is too high to land exactly on the blue corner square, then move forward to the blue corner square and then backward by the remaining amount of your roll.

GLOSSARY

“Die”

- One of a pair of dice.

“Griddly Headz™”

- The team name for all the players on the game board. For example: Scrappy, Studdly Mann and Mae.

“Spring Training Camp”

- The space where your player must wait to be released or win the release with a card. Otherwise they cannot move around the game board and must watch all the action from the sidelines.

“Active Playing Surface (APS)”

- The top level of the game board where the squares are located and the players move about challenging other participants.

“Keeper Cards”

- Cards with a baseball in the lower section indicating that you should play it only when necessary. **Don't read this card out loud.**

“Ticket Score Card (Statz Pad)”

- Place where you can keep track of how well you are doing, along with obtaining statistics for your records.

“Diamond”

- The place in the center of the board where you roll your dice. All dice must land in this area.

“Team Dugout”

- The rectangular space beside your Team Square that is color coordinated with your team. You keep your players here before they enter play on the APS.

“Locker Room”

- There are 4 Locker Rooms in the game; one for each player (4 pull out drawers). In each Locker Room there is an image of a player, with removable puzzle pieces. During game play you will lose and gain pieces of your uniform.