



Harlot

Base

Ball



The Popular Home Game



Explanation

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Manner of Count

PARLOR BASE BALL



A
Game
For
The
Family
Easily
Learned
Pleases
Everybody



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EXPLANATION.



PARLOR Baseball is played with a square block having six sides. One side is marked 1, which stands for a one-base hit; another is marked 2, which stands for a two-base hit; and still another is marked 3, which stands for a three-base hit; the fourth is marked *H R*, which stands for a home run. The remaining two sides opposite to each other are marked *O*, which stands for out. If the party at play throws the dice and turns up 1, he pegs first base, if in the next throw he turns up 2, he transfers his man from first base to third base and also pegs second base. If in the next throw, however, he again turns up 1, he then pegs first base, transfers his man from second base to third base, and takes the man home, which before his last throw occupied third base, and counts one run. When *H R* turns up it counts a home run for the player, also a run for as many men as may at the time occupy bases, and removes all men from the diamond. This manner of play is continued until the player has thrown three outs, which closes the inning.

Parlor Baseball is quite the opposite from the regular game of Baseball so far as the score is concerned, in this game the play is to get a large score.

RULES GOVERNING
PARLOR BASE BALL

1. Nine innings constitute a game.
2. Two or more persons can play the game.
3. At the beginning of a game, both sides throw the dice once; "High dice" has choice of color and first inning.
4. Peg the number of your half of each inning at the time you commence to play it.
5. The side at play throws the dice until "THREE OUTS" have been made, which closes an inning.
6. A dice thrown upon the floor, or into the counting board shall be termed a foul or dead throw, and must be thrown over.

7. A dice must lay flat in order to count; if tipped up against any obstruction whatsoever, the same shall be termed a foul or dead throw, and must be thrown over.

8. When two or more persons are at play on a side, then each player shall throw the dice in turn until he or she has thrown "ONE OUT." This manner of play is to be continued until "THREE" outs have been made which closes the inning.

9. In case of a tie score at the end of the 9th inning, each side then continues to play until the tie is broken.

10. For Progressive Parlor Base Ball, two play as partners until the circle has been completed. Four playing at a table, winners moving up.

11. After you have thrown the dice and see the result of your throw, you first transfer your men occupying bases to the positions they have gained by this throw; next, give the player credit for what he has turned up, then change your count (provided you have added to your score).

DO ALL THIS BEFORE DISTURBING THE DICE. Adhere to this method strictly; it gives you a system to your game and avoids all errors.

Manner of Counting Score in Playing Parlor Base Ball

The one row of figures running from 1 to 9 above the diamond is for the purpose of keeping a record of innings played; the row of holes above these figures marked "RED" below the figures "BLUE" designate sides at play. Use one peg for each row and transfer as needed. To the left, also right, of the diamond are figures together with small holes; one side is marked "RED COUNTS HERE," the other "BLUE COUNTS HERE." This affords each side an opportunity for counting runs made. Runs are counted by placing a peg under each figure used.

When making your first count, as also thereafter for any score which is less than ten, use outside row only. For all scores ending with a cipher, use outside row as follows:

For TEN place a Peg under the figure 1, and another under the 0. For 60 place a peg under the figure 6, also another under the 0 and so on.

For more than 10 and score not ending with a cipher use both Rows as follows: For 22 place peg under the figure 2 in both rows. For 62, place a peg under the figure 6 in the outside row, also another under the figure 2 inside row. For 26 place a peg under the figure 2 outside row, also another under the figure 6 inside row, and so on.

REMEMBER, after your score gets above TEN do not end with a cipher, you then only begin to use the inside row. TENS are counted with the outside row, and UNITS with the inside row, this however, only after your score gets above 10. At the lower end of the diamond are figures running from 1 to 3, with small holes under each figure; these are used by the side at play to record OUTS made during an inning, use one peg here and transfer as needed. At first, second and third bases are small holes for pegs to show bases occupied.

PLAY

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