

FAN-BALL CO.
INDIANAPOLIS
INDIANA
U.S.A.



PATENTS PENDING

A CARD GAME
OF BASE-BALL.

A PERFECT REPRESENTATION
OF THE GREAT NATIONAL GAME

ONE DOLLAR

innings. Each card should be read carefully to insure correct moving of base runners. That part of a card calling for plays which are impossible, owing to the position or absence of base runners is disregarded. To change names on chips, erase with ordinary rubber eraser.

Second Method.

This method is more of a contest between the participants and is more like a game of cards. It is played best by two or four players, playing partners when there are four in the game. The names of the teams may or may not be written on the chips, the individuality given the chips by writing the names of the players thereon not being so noticeable in this method of playing as in the first.

The cards are thoroughly shuffled and six cards dealt to each player. Batter No. 1 is placed in the batters box, the side first at bat dealing, one person dealing throughout the entire game. The player to the left of the dealer plays a card and the action of the batter is governed thereby. The player to his left then plays, and each in his turn around the table. When played single handed, or as partners, each player should be followed by an opponent. The action of the batters and base runners is governed as in the first method. After the dealer has placed his man to bat it should be the object of the next player who is for the side in the field to play a card which will be against the batter. A strike would be against the batter as it is a step towards getting him out. Naturally, he would not play a card that would put the batter on first, unless it would be for a purpose. For instance, in a two-handed game he might play a card that would put his opponent's man on first, having in view the playing of a double play card his next turn. When the six cards have been played, the dealer then deals six more to each of the players, after having returned the cards played to the deck. **This deal is made when all cards have been played even though it be in the middle of an inning.** When the cards in the player's hand are reduced to a few, he may be forced to play a card that is to his opponents advantage. This frequently occurs and adds interest to the game.

Be sure to shuffle cards well when you first take them out of box. Write us for any further information desired regarding the playing of FAN-BALL.

We invite criticism and comment on the game.

Tell your friends about FAN-BALL. The more you play it the better you like it. Sold by your dealer at \$1 per game. If he does not have it, send his name and \$1 and we will send you a game postpaid.

Send a dime for a supply of score cards postpaid.

Address all communications to

FAN-BALL CO., Indianapolis, Ind., U. S. A.

RULES

FOR PLAYING THE GAME OF

Copyrighted, September, 1909.



Copyrighted
June-1909.

Patents appl'd for.

A CARD GAME OF BASE-BALL.
A PERFECT REPRESENTATION OF
THE GREAT NATIONAL GAME.

AGCA
ARCHIVES

FAN-BALL COMPANY

INDIANAPOLIS, IND. - - U. S. A.

Rules for Playing The Game of Fan-Ball.

(READ CAREFULLY.)

The object of the game is to represent the game of base-ball as played by the average professional or first class base-ball club. There are two methods of playing FAN-BALL, either of which will prove highly entertaining and instructive, in that the uninitiated "Fan" very quickly learns how the real game is played. As far as the rudiments of FAN-BALL are concerned, the rules of the game of base-ball as used by all professional clubs, govern the game, and to carry out the representation of the out-door game, the following rules also apply:

First Method.

Any number from ONE to EIGHTEEN may participate in this game.

As a game of Solitaire, FAN-BALL is unequalled, as the ardent "Fan" may pit two teams of his own choosing against each other, and be as a spectator at a real game, merely turning the cards for first one team and then the other, also moving the base runners as the cards indicate.

Where two play by the first method, one turns the cards and moves the base runners for one team and the other player for the opposing team.

Where more than two wish to participate, the party may be divided into two sides and either be as spectators and "Rooters" for the side they represent, allowing some one of their side to turn and read the cards, or they may "Get in the Game" by writing their names with lead pencil on the chips, their performance at bat and on bases being indicated by the printed matter on the cards. (As a rule the chips are written up with the professional team of your home town and pitted against other cities in your league or association.) Should "Miss Jones" wish to give a "FAN-BALL" party, inviting about ten couples, she may start the evening by pitting nine young ladies against nine young men, writing the names of the ladies on the white chips, assigning them to a position if desired, and the names of the men on the red chips. Should "Miss Brown" "Hit to left for three bases" with the bases full, she will no doubt be the heroine of the evening.

When played in this manner a good announcer (who may if desired be termed the "Umpire") should be selected to draw the cards and read them aloud, moving the chips as indicated.

To proceed with the game, spread the felt on a table with the diagram up. This is the playing field, or "Diamond." Next, write the names of the players of the teams you wish to pit against each other on the chips, using one color chips for each team. Number the chips from one to nine in the order you wish them to be placed at bat, and after stacking them in numerical order place them on the "Players Bench" at point marked "BAT'R." The player representing the side in the field should now thoroughly mix, or shuffle the cards and place them face down in the diamond. The player representing the side at bat then places his batter No. 1 in the batters box at home plate and turns the top-card face up on the felt in full view of his opponent. The action of the batter in now governed by the reading matter on the card turned up. For example: Should the first card read "STRIKE," the batter has one strike against him, and the cards are turned up consecutively until he has been put out either by three strikes or otherwise, or has reached first base. After No. 1 is out, or has reached a base, batter No. 2 is then placed in the batters box and cards again drawn consecutively from the remaining cards. Should batter No. 1 have succeeded in getting on base, it will be necessary to read carefully the paragraph in the center of the card, which governs the action of the base runner. For example: Should No. 1 be on first base and the card bearing the word "STRIKE" and the paragraph "If runner on first only, he steals second" be turned up, the batter has a strike against him and the runner who was on first is moved to second. As the outs or scores are made, the men (or chips) making them are placed in the compartments marked off on the felt for the purpose, to be again returned to the "Batters Bench" after the close of the half-inning. When three outs have been made, the side now being retired, the chips are again stacked in numerical order with the number who is next at bat on top.

The cards that were turned up in the first half-inning are now returned to the deck and same is thoroughly shuffled before being placed for the other side to draw from. The last half of the first inning is played the same as the first half, the player representing the side now at bat drawing the cards and moving the base runners.

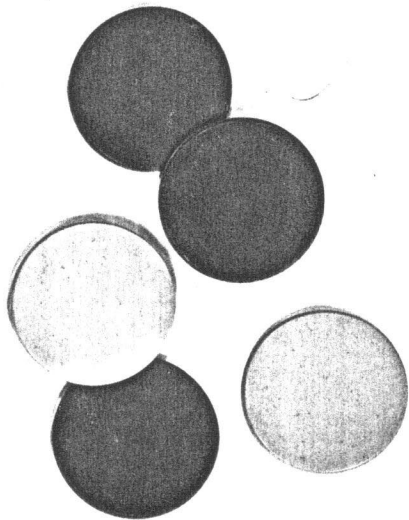
The game is continued in this manner until nine innings have been played. The score is kept as in the out-door game of base-ball, either by box score or by

SCORE

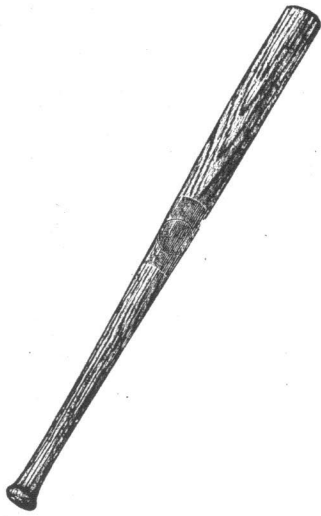


FAN-BALL CO.
INDIANAPOLIS
IND.

NAME 1 2 3 4 5 6 7 8 9



STRIKE



STRIKE



FOUL

(Counted as a STRIKE unless the batsman already has two strikes.)

FOUL

SINGLE

SINGLES between short and third, all runners advancing a base.

SINGLE

BALL



BALL

OUT—
DOUBLE

FLIES OUT on liner to third. Runner farthest advanced is also OUT. DOUBLE PLAY.

OUT—
DOUBLE

HOME
RUN!

"CLEAN" HOME RUN!

HOME
RUN!

SAFE

BUNTS, (if not more than one out) landing SAFE at first, all runners advancing a base. IF TWO ARE OUT, batter hits liner to pitcher, who fumbles ball. Batter SAFE at first, all runners advancing a base.

SAFE

THREE
BASE
HIT

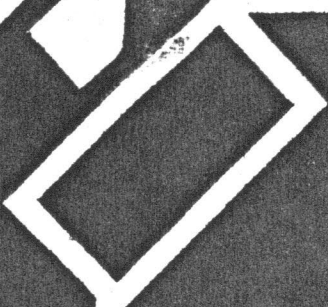
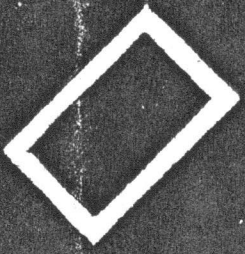
Hits to right for THREE BASES. If there is a runner on first, he is caught at the plate and OUT.

THREE
BASE
HIT

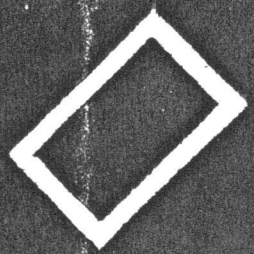


BATR OUTS RUNS

RUNS OUTS BAT'R



BATR OUTS RUNS



FAN BALL CO.
INDIANAPOLIS
INDIANA
U.S.A