

# UNIVERSAL BASEBALL

This game reproduces in effect MAJOR LEAGUE BASEBALL which is our national sport and is a splendid game for men, women, boys and girls. It's everybody's game.

U. S. Patent No. 1704457 — Copyrights 1927 - 1929 Canadian Patent No. 311173

## Instructions

This game is played by innings, nine innings being required for a full game but any number of innings may be agreed upon before starting. Although any even number of players can play, start with four players, 2 BATTERS and 2 FIELDERS, representing two of your favorite baseball teams, say the Giants and the Cardinals. The side scoring the most runs wins.

**BATTER'S OBJECT** . . . . . BATTER'S object is to score runs or hits, therefore only two rules are provided for them.

**FIELDER'S OBJECT** . . . . . FIELDER'S object is to score 3 outs against BATTERS as soon as possible, preventing them from getting undue runs or hits. Reverse sides every 3 outs. In other words FIELDERS become BATTERS and BATTERS become FIELDERS.

**TO START THE GAME** . . . One of the FIELDERS deals out 15 cards to each player. The game is played clockwise. BATTER next to dealer's left leads the first card on HOME PLATE. Player next to BATTER, being another FIELDER, plays his card (in accordance with FIELDER'S rules) on BATTER'S lead. Next BATTER leads again, etc.

**TRICKS** . . . . . A TRICK may be a 1st, 2nd or 3rd BASE HIT or may even be a WALK, RUN or an OUT. Either TRICK may consist of any number of cards, such as STRIKES, BALLS, FOUL BALLS, etc. The cards are played on center of table representing HOME PLATE until a trick has been accomplished. If TRICK is a BASE HIT, BATTER will place TRICK face side up on it's proper BASE as shown in illustration of card table. The last card played by FIELDER is the card visible on BASE. When 1 OUT is scored FIELDER takes TRICK. When 3 TRICKS have been taken by FIELDERS that constitutes 3 OUTS, retiring the sides, then FIELDERS become BATTERS and vice versa. TRICKS on BASES move around from BASE to BASE under the same ruling as men on BASES do at a regular baseball game.

**ERROR** . . . . . Any card played by FIELDER allowing any unwarranted HIT, WALK OR RUN, etc., constitutes an ERROR.

**UMPIRE** . . . . . All contest games should have an UMPIRE who is familiar with all the rules, his duty is to see that all participants play a legitimate game.

**HOW TO KEEP SCORE** . . . The following is a suggestion for keeping score: Rule a piece of paper as illustrated.

GIANTS				CARDINALS		
Innings	Runs	Hits	Errors	Runs	Hits	Errors
1						
2						
3						
4						
5						
6						
7						
8						
9						
Score						

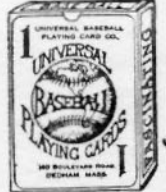
BATTERS' and FIELDERS' rules provided for in this game are intended to be used in accordance with major league baseball plays.



40  
BOULEVARD  
ROAD



DEDHAM,  
MASS.



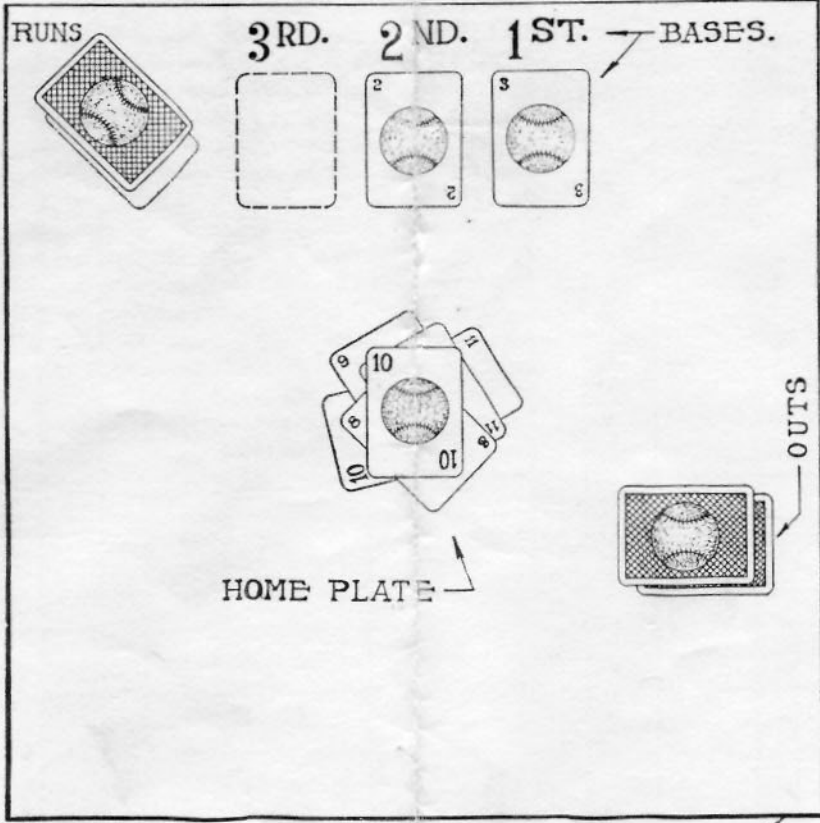
# UNIVERSAL BASEBALL PLAYING CARD CO.

## Batters' Rules

- HOME RUN ..... BATTER leads No. 1 card when trying for a HOME RUN and get a HOME RUN when FIELDER plays any card in same suit on it, except Nos. 10 or 13.
- BASE HIT ..... BATTER leads any card except No. 1 when trying for a BASE HIT and gets a BASE HIT when FIELDER plays a lower card in same suit, except Nos. 1 and 10. If FIELDER'S card is a number between 2 to 5 it's a ONE BASE HIT, if between 6 to 9 it's a TWO BASE HIT or if between 11 to 14 it's a THREE BASE HIT. So that the kind of base hit a BATTER gets depends on the numeral on card played by FIELDER.

NOTE: It is understood, however, that any attempted play by BATTER may be converted by FIELDER into a play of less value. As for an attempted HOME RUN, BASE HIT, etc., may become only a BALL, FOUL BALL, a STRIKE, etc., or may even be an OUT or a WALK, depending entirely on the FIELDER'S play immediately following the BATTER'S lead. BATTERS will inevitably know the result of their attempted plays by becoming familiar with FIELDERS' rules.

# A



# C

A, B, C and D represents players seated at table.  
A and C are Batters.  
B and D are Fielders.

## Fielders' Rules

NOTE: *Fielder Must Follow Suit, Unless Impossible or Otherwise Specified.*

FIELDERS rules when summarized only amounts to the following:

FIELDER must follow suit or play card having same number as card led by BATTER, except when BATTER leads a No. 1, FIELDER may play No. 13 of any suit on it. Should FIELDER be out of suit cards he may DISCARD, that is to say, he may play any card he holds.

The above rules will create results as follows:

- STRIKE..... Say if BATTER led any card except No. 1 and FIELDER played a higher card from same suit, except No. 10, the result of the play would designate a STRIKE;
- FOUL BALL ..... But, if FIELDER played a card, same number as BATTER from any suit, the result of that play would designate a FOUL BALL;
- BASE HIT ..... On the other hand, if FIELDER played a lower card from same suit as BATTER, except Nos. 1 and 10, the play would designate a BASE HIT credited to BATTER, thus:  
1st BASE HIT—Any card from 2 to 5.  
2nd BASE HIT—Any card from 6 to 9.  
3rd BASE HIT—Any card from 11 to 14;
- FLY CAUGHT ..... Now then, if FIELDER played a No. 1 card from same suit instead of any of the above plays, it would have designated a FLY CAUGHT, because, the No. 1 card played by FIELDER puts out any card in its suit in the form of a FLY CAUGHT, scoring 1 OUT.
- FOUL BALL ..... The No. 10 card played by FIELDER would designate either a FOUL BALL or a FOUL FLY CAUGHT because, it has a foul effect on any card in its suit. It FOULS the No. 1 card led by BATTER and also all cards higher than itself, such as any card from 11 to 15, but, when played on a card lower than itself, such as on any card from 2 to 9 it designates a FOUL FLY CAUGHT, scoring 1 OUT.
- FOUL FLY CAUGHT
- FLY CAUGHT ..... The No. 13 may be played out of suit any time to stop a HOME RUN. For example: If BATTER leads No. 1 card, FIELDER may play a No. 13 card of any suit on it, the play would designate a FLY CAUGHT, scoring 1 OUT.
- BALL ..... Any card played by FIELDER whose number or suit is not the same as card led by BATTER, designates a BALL. This play is not permitted while holding suit cards led by BATTER, except the No. 13 on the No. 1, which is permitted any time to stop a HOME RUN in the form of a FLY CAUGHT.
- DOUBLE AND TRIPLE PLAYS... The following are possible double plays, when one or more bases are filled: When a fielder plays a No. 1 card designating a fly (caught), he may also play another No. 1 card immediately, on any occupied base whose top card corresponds in suit to the No. 1 card making the double play. Similar double plays are possible with the No. 10 card when it makes a play designating a foul fly (caught). Also the No. 13 card when it makes a play designating a fly (caught) except, that the No. 13 card differs from the No. 1 and the No. 10 cards in that, it operates over any suit. Triple plays operate under the same rule and in the same manner as the above double plays.

Failure to score 3 outs in any inning due to a shortage of cards, the cards must all be gathered, shuffled and dealt out again by the same dealer and the inning proceeds from where it left off, keeping count of the inning's standing by memory or otherwise, until 3 outs are scored, after which the score is recorded on a score sheet, made as illustrated.