

OBJECT OF THE GAME

Score the most runs in three innings of play.

GET TO KNOW THE DICE

batting
die



swing



hold

pitching
die



curveball



fastball

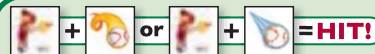
GET READY

1. Shuffle the hit cards and put them face down in a pile. Set out the game board, dice, player pieces, score pad, and pencil.
2. Divide into two teams and write your team names on the score pad.
3. The team with the person whose birthday is coming up next is the home team.



HOW TO PLAY

1. The visiting team bats first and gets the batting die.
2. The home team gets the pitching die and keeps score.
3. The visiting team puts a player piece on home plate. This is the batter.
4. On the count of three, both teams roll their die.



The batter draws a hit card.

SINGLE: Move all players on the board forward one base.

DOUBLE: Move all players on the board forward two bases.

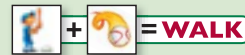
TRIPLE: Move all players on the board forward three bases.

HOME RUN: Move all players home.

OUT: Mark one out on the score pad.



The batter strikes out. Mark one out on the score pad.



The batter moves to first base. If there is already a player on first, they advance one base.

5. Your team scores one run for each player who crosses home plate. Keep track of runs and outs on the score pad (you don't use the balls and strikes section of the score pad in this version).
6. The visiting team keeps batting until it makes three outs. Then the home team comes to bat. Switch dice and give the score pad to the visiting team.
7. After each team has been to bat once, it's the end of the inning.

HOW TO WIN

The team with the most runs at the end of three innings wins!

Ballpark BLAST



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WARNING: CHOKING HAZARD
Small parts. Not for children under 3 years.

USeng01TS

NOW TRY THIS!

Want to step it up a notch? Try this.



The batter
draws a hit card.

SINGLE: Move all players on the board forward one base.

DOUBLE: Move all players on the board forward two bases.

TRIPLE: Move all players on the board forward three bases.

HOME RUN: Move all players home.

OUT: Mark one out on the score pad.



The batter gets a strike.
Mark it on the score pad.
If you get three strikes,
you're out. Mark the out
on the score pad.



The batter gets a ball.
Mark it on the score pad.
If you get four balls, you get
to walk to first base. If there
is already a player on first,
they advance one base.

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Squawkbox Cards are the
portable card games with
exciting electronics! Choose
from three unique games:
quick-playing Bug Hunt™,
strategic Pirate's Passage™,
and loony Lunch Munch™.

Squawkbox Cards™

Pirate's Passage

Lunch Munch

Bug Hunt

Ages 7 and up

Ballpark BLAST

