

FRONT PORCH CLASSICS®



NOW WITH WORKING LIGHTS!

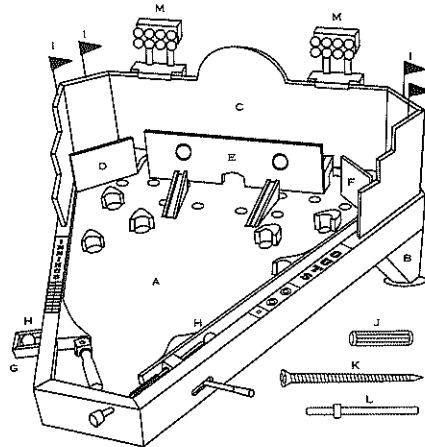
GAME ASSEMBLY INSTRUCTIONS & SCORECARDS

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



PARTS LIST

- A Game Board
- B Support Legs (2)
- C Back Wall
- D Left Field Wall
- E Home Run Wall
- F Right Field Wall
- G Ball Return*
- H Steel Balls (3) in pouch
- I Pennant Flags (4)
- J Wood Dowels (2)
- K Support Leg Screws (2)
- L Metal pegs (5) for baserunner, outs and innings tracking areas
- M Stadium Lights units (2)



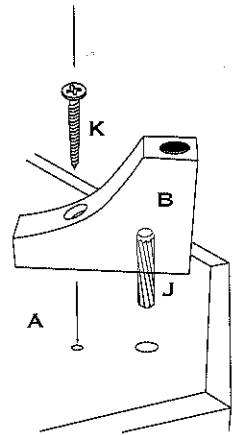
FRONT PORCH CLASSICS BASEBALL®

GAME ASSEMBLY INSTRUCTIONS & SCORECARDS

ASSEMBLY INSTRUCTIONS

You will need a Phillips screwdriver during this assembly process.

- 1) Start by attaching Support Legs (B) into their corresponding areas on the bottom of the Game Board (A). This is done by placing the wood dowels (J) into the legs, then securing them to the base with the wood screw (K).
- 2) Place Back Wall (C) in the corresponding channels of the Game Board (A).
- 3) Insert tabs of Home Run Wall (E) into recessed holes of Game Board (A). Follow these steps for Left Field Wall (D) and Right Field Wall (F).
- 4) Place Pennant Flags (I) into corresponding holes in the top of Back Wall (C).
- 5) Front Porch Classics brings the realism of Night Baseball to your home.
 - a.) Place Light unit face down.
 - b.) Remove screw using Phillips head screwdriver to open battery compartment cover.
 - c.) Place 3 x AA (LR6) 1.5V batteries in the compartment and make sure they are pointing in the right direction. (Alkaline batteries recommended.)
 - d.) Replace the cover and screw closed.
 - e.) Mount light units to top of outfield wall. Light unit bracket fits snugly over outfield wall material to hold in place.



HOW TO PLAY

Start by placing the ball in the channel with the spring-loaded plunger. Pull back on the plunger and release. Once the ball has entered play, you may choose to hit the ball with a soft touch or a full swing but the bat should not be held in a half swing position.

The game has 12 hole placements ranging from singles to home runs. The holes are positioned in such a way that singles are the easiest and home runs are the most difficult. The home run holes are placed in the wall and can only be reached by a ball that hits the ramps at the right speed. (Use power wisely.) There are also 6 out holes strategically placed on the game surface. Hits that go into these holes are considered outs. Balls that land in the single, double, triple and home run holes are scored using the scoresheets provided (score sheets can also be downloaded at www.ugames.com/front_porch_classics). The first player/team continues play until there are three outs.

REAL BASEBALL AND OLD CENTURY BASEBALL™

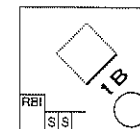
Although **Front Porch Classics Baseball®** plays very much like the actual game, there are some differences. These modifications are as follows:

- In **Front Porch Classics Baseball®** a strike is committed if one of the following occurs:
 - The ball gets past the bat.
 - A player traps the ball with the bat.
 - The ball leaves the game surface area.
- In **Front Porch Classics Baseball®** a player may repeatedly hit a ball until either a base hit, an out, or a strike is committed.
- In **Front Porch Classics Baseball®** if a ball lands in a "hit" hole directly after being pitched, (without the batter hitting the ball) it is considered a "hit by pitch" and the player may advance the runner to first base.
- There are no balks, balls or walks in **Front Porch Classics Baseball®**.
- There are no steals in **Front Porch Classics Baseball®**.
- There are no double plays in **Front Porch Classics Baseball®**.
- There are no sacrifices in **Front Porch Classics Baseball®**.
- There are no errors in **Front Porch Classics Baseball®**.
- There are no fielders choice in **Front Porch Classics Baseball®**.

SCORING

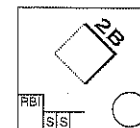
Front Porch Classics Baseball® comes complete with scorecards and instructions on how to keep score. However, score may be kept on the game itself. There is one peg to track **innings**, one peg to track **outs** and three pegs to track **baserunners**. Follow the instructions below using the sample scorecard on the next page.

- Scoring is started at the top of the batting order and runs down consecutively through each batter until three outs are made.
- Begin in the first inning column and record each batter's at bat. The inning box corresponding to the batter has a diamond to track that batter's progress in that inning. If a batter gets a hit, mark the dotted line on the diamond according to the hit. **Example:** A batter hits a single, mark a line from home plate to first base.



If a batter hits a double, mark a line from home plate to second base, and so on.

It is important to record each hit by writing 1B for singles, 2B for doubles, 3B for triples and HR for home runs. This helps in keeping track of the previous hitters' at bats.



Using the scorecard on the following page, let's go through the first inning.

- Batter #1, J. Loeb, started off with a single. This is designated by the 1B notation. You will notice, however, that J. Loeb also committed a strike because there is a slash through the first S box in the left hand corner.
- Batter # 2, B. Bearman, struck out. This is designated by the three slashes over the S boxes. A "KÖ" in the diamond represents a strike out. Please notice that a "1" has also been placed in the out circle. This tells the scorekeeper that this was the first out of the inning.
- Batter # 3, J. Turner, got a double. This is designated by the 2B notation. The scorekeeper must go back to batter #1 and draw a line from first base to third base showing that J. Loeb was advanced along the base paths by J. Turner's hit.
 - Note:** Unlike real baseball, base runners can only advance according to the base hit.
 - Example:** There is a man on base and the batter got a single, the base runner can only advance one base. If the batter got a double then the base runner is advanced two bases, and so on.
- Batter # 4, J. Hook, made an out. Notice that a 2 was written in the out circle.
- Batter # 5, S. Grossman, got a single. But notice that a strike was also recorded. Because S. Grossman got a hit with runners on base, the scorekeeper must go back and advance the runners. For batter # 1 a line is drawn from third base to home and the box is colored in to signify the runner has scored. For batter # 3 a line is drawn from second to third. Please notice that an RBI is recorded for S. Grossman.
- Batter #6, D. Beal, gets two strikes before hitting a homerun. The scorekeeper will fill in the diamond for D. Beal noting that he has scored. The scorekeeper will also designate that it was a HR and that the hit produced 3 RBIs. The scorekeeper will also go back and fill in the diamond for batter #3 and batter #5 who were driven in by D. Beal.

(continued next page)

- Batter # 7, H. Hollinger, got a double, designated by the 2B notation and the line drawn from home to second base.
- Batter #8, J. Dreyer, got the third out of the inning, ending the team's turn.
- Please note that when the player comes up to bat again, the next batter # 9, E. Callahan's score is recorded in the second inning column. When returning to the top of the batting order the scorer will continue in the second inning column.

A separate section on the far right side of the scorecard helps track each player's totals for at bats, runs, hits, RBI's, doubles, triples, homeruns and strikeouts. At the bottom of the page are boxes to record each inning's totals in runs, hits and left on base.

When you are ready to begin play, fill out your line up sheet. You can make up your own team or use real team rosters. Each player will need a separate scoring sheet.

Make copies of the scorecards so that you can continue to keep score once you have filled up the scorecards attached.

LINE UP	POS	1	2	3	4	5	6	7	8	9	AB	R	H	RBI	2B	3B	HR	K
1	J. Loeb	RF	1B															
2	B. Bearman	LF	KO	1														
3	J. Turner	DH	2B															
4	J. Hook	3	OUT	2														
5	S. Grossman	C	HR	1														
6	D. Beal	SS	HR	2														
7	H. Hollinger	1	2B															
8	J. Dreyer	2	OUT	3														
9	E. Callahan	CF	1B															
TOTALS		RUNS	4															
		H	5															
		LOB	1															

ALTERNATIVE PLAY

Players are not required to fill out entire rosters to play **Front Porch Classics Baseball®**. If two players do not wish to keep detailed stats, or if there are more than two players who wish to play, we recommend a **one out rule** for game play.

In this version, each player receives only one out per inning. Players will track base runners by "calling" the game as they go. **Example:** When calling a game, if player #1 gets a single, before he/she pitches the next ball he/she would declare, "runner on first no outs, no strikes." Calling the game out loud helps everybody involved keep track of where runners are and how many strikes a batter has. Scorecards are used to record runs and to remind players which inning it is and who is up to bat. In this version, up to nine people can play at once.



LINE UP	POS	1	2	3	4	5	6	7	8	9	AB	R	H	RBI	2B	3B	HR	K
1																		
2																		
3																		
4																		
5																		
6																		
7																		
8																		
9																		
TOTALS	RUNS																	
	H LOB																	



Download additional scorecards at www.ugames.com/front_porch_classics



See our entire line of games and puzzles at:

AreYouGame.com