

Gouwan Strike

English Manual

Number of Players 2

Set Description

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| i Game board | 1 |
| i Ball piece | 1 |
| i Bat piece | 1 |
| i Count pieces/Runner pieces | 11 |
| i Pitcher cards | 26 |
| i Pitching cards | 64 |
| i Batter cards | 24 |
| i Batting cards | 6 |
| i Situation cards | 10 |
| i Card holder | |
| i Quick pitch reference | 1 |
| i Record charts | 1 |
| i Dice | 2 |

Game Setup

Decide each player's team color (red or blue) and take the Pitcher and Batter cards for your own team's color.

Select any 3 from the Pitcher cards that you have. From the 3 cards that you have selected, insert a card each in the holders for starting pitcher, middle relief and closer. Take the same type of Pitching cards as those indicated for your starting pitcher and also the "Walk" card (total of 7 cards).

Select any 9 from the 12 Batter cards that you have and decide on their batting order. Insert the cards into the holder according to the batting order that you have decided upon.

Decide which team will bat first and which will bat last.

Decide the number of innings. Normally 1 to 3 innings are played in a game.

Playing the Game

Gameplay 1: Card Arrangement

The pitching side places their starting Pitcher card face up in the pitcher's box on the game board.

The batting side places their first Batter card in the batter's box on the game board.

Since the ability of the batter's card will change according to whether the pitcher is left or right handed, the side that corresponding to the pitcher's throwing arm should be placed face up.

Gameplay 2: Pitching

The pitching side freely selects pitches from the Pitching cards and places them in the pitch box with the speed facing up.

Place the Ball piece in the pitching zone. The Ball piece can be placed on any space in the pitching zone. This is the starting position of the pitch. The Ball piece will move according to the roll of the dice.

Gameplay 3: Batting

The spaces for the pitching zone of the pitching side and the spaces for the batting zone for the batting side correspond one-to-one.

The batting side predicts the type of pitch (change in ball path) by the speed indicated on the Pitching card selected by the pitching side, as well as by where the Ball piece is placed in the pitching zone, and places the Bat piece accordingly on a space in the batting zone.

A card is selected freely from the Batting cards and placed face down in the batting box.

Gameplay 4: Ball Movement

After both the pitching side and batting side have placed their respective cards and markers, the pitching side turns over the Pitching card and the batting side turns over

the Batting card at the same time.

The pitching side rolls the dice and moves the ball according to the number indicated after rolling.

Gameplay 5: "Wait" Adjudication

If the action "Wait" is indicated by the batting side, then regardless of the position of the Bat piece, a "Wait" adjudication is made based upon the following variables.

If the position of the Ball piece is within the Strike Zone after the result of the dice roll, one strike is recorded.

If the Ball piece position is in the Ball Zone, then it is counted as a ball.

If the Ball piece is in the wild pitch zone and is on a space in the adjacent next to the batter, then the batter is considered to be hit by a pitch.

If the Ball piece is in the Wild Pitch Zone and is on a space in a column other than that adjacent to the batter, then it is considered to be a wild pitch. It will be counted as a ball and if there are any runners, they all advance 1 base.

Gameplay 6: Swing Adjudication

If the action "Swing" is indicated by the batting side, a "Swing" adjudication is made based upon the following variables.

If the Bat piece is not in the space corresponding to the Ball piece location after moving the ball, it is counted as a swing and a miss, and one strike is recorded.

If the Bat piece is in the space corresponding to the Ball piece location after moving the ball, it is counted as a hit and means that the ball has hit the bat.

The batting side then checks the "Batter Ability Value" displayed on the Batter card. The "Batter Ability Value" is the number indicated on the Batter card and the value is determined by what area of the Bat piece the ball has hit. In addition, when the ball is fast (Fast) the Batter card "Fast" is referred to and when the ball is (Slow), the value for "Slow" is referred to.

Check the "Plus Judgment Value" written on the batting zone.

Roll the dice and add the "Batter Ability Value", "Plus Judgment Value", and the value of the roll together - this number is then used to make a Hit adjudication by checking with the Hit Adjudication List on the game board.

Gameplay 7: Bunt Adjudication

If the action "Bunt" is indicated by the batting side, a "Bunt" adjudication is made based upon the following variables.

When this card is presented and the Ball piece, after being moved, is in the Strike Zone, it is determined that the ball has hit the Bat piece regardless of the position of the Bat piece. Roll the dice and follow the instructions on the "Bunt" card.

▪ When the rolled value is [1]:

A double play is made.

▪ When the rolled value is [2]:

If there is 1 runner or more, the marker for the lead runner is counted as out and taken off the baseball diamond. The batter advances to first base, and runners that are not out advance 1 base each.

▪ When the rolled value is [3, 4, 5]:

All runners on base advance 1 base each and the batter is out.

▪ When the rolled value is [6]:

All runners advance 1 base each and the batter advances to first base.

*If "Bunt" is indicated and the Ball piece position is either in the Ball Zone or Wild Pitch Zone after movement, a strike is recorded.

Gameplay 8: Strike/Ball Count

▪ Strike

When a strike has been determined, a Count piece is placed on the "S" indicated on the game board Strike/Ball Counter, and with each strike, an additional marker is added to the right. When there are 3 strikes, the batter has struck out and an out is recorded.

▪ Ball

When a ball has been determined, a Count piece is placed on the "B" indicated on the game board Strike/Ball Counter, and with each ball, an additional marker is added to the right. When there are 4 balls, the batting side receives a base on balls (walk).

Gameplay 9: Reaching Base, Advancing Bases

When the batting side swings and the bat hits the ball, a hit, home run or out is

determined using the Hit Adjudication List.

The following adjudications can be made: [1 or 2] means a double play; [3 or 7] means out; [4, 5, or 6] means a base hit; [8] means a two base hit; [9] means tag up; [10] means a three base hit; and [11 or 12] means a home run.

After a hit adjudication has been made, "S" and "B" on the Strike/Ball Counter are returned to [0], the Batter card is returned to the card holder and the next Batter card is placed in the batter box.

¡ H (Base hit)

When the batter makes a hit, a Runner piece is placed on first base. If runners are already on bases then all runners advance 1 base each.

¡ 2B (Two base Hit)

When the batter hits a 2 base hit, the Runner piece is placed on the second base. If runners are already on bases then all runners advance 2 bases each.

¡ 3B (Three base hit)

When the batter hits a 3 base hit, the Runner piece is placed on third base. If runners are already on bases then all runners advance 3 bases each.

¡ HR (Home run), Out of the Park HR (Home run)

The number of runs scored is the number of runners on base + 1 (the batter hitting the home run). Additionally, all runners are removed from the baseball diamond.

Gameplay 10: Reaching Base, Advancing Bases without Making a Hit

¡ Base on balls (walk) and hit by a pitch

The batter and runners advance bases as follows.

If there are no runners:

The batter goes to first base.

If there is only a runner on first base:

Batter goes to first base, and the runner advances to second base.

When one Runner piece is on second base or third base only, or when Runner pieces are on second and third base with no runner on first:

The batter goes to first base but the other Runner pieces do not advance.

When Runner pieces are on first and second base but no runner is on third base:

The batter goes to first base and Runner pieces advance 1 base each.

When Runner pieces are on first and third base and no runner is on third:

The batter goes to first base and the runner on first base advances to second base, however the runner on third base does not advance.

When Runner pieces are on first, second, and third base:

The batter advances to first base and all Runner pieces advance 1 base. As a result the Runner piece on third base comes home and scores a run.

• Wild Pitch

If after the Ball piece has been moved it is on a space in the Wild Pitch Zone, and runners are already on bases, all Runner pieces are advanced 1 base each. A wild pitch occurs when the action indicated by the batting side is either "Wait", or "Swing" and the ball is missed. When "Wait" is indicated a ball is recorded, and for "Swing" a strike is recorded.

• Reaching base on a passed ball

When the count is 2 strikes, the action indicated by the batting side is "Swing", and after ball movement the Ball piece is placed in the wild pitch zone, a passed ball on a third strike is recorded. The batter advances to first base and all runners advance 1 base each from the base they are currently on. The number of outs is not incremented for this play.

Gameplay 11: Out

• Out

When an out is recorded, a Count piece is placed on "O" on the game board Strike/Ball Counter, and with each additional out, an additional marker is added to the right. In addition, the "S" and "B" counts are reset to "0". The Batter card that is out is returned to the card holder and the next Batter card in the batting order is placed in the batter box.

• Double Play

The batter is out. Additionally, if Runner pieces are on bases the lead Runner piece is out and removed from the baseball diamond; the remaining runners that are not out and can be advanced 1 base. In addition, if there are no runners on bases, then only the batter is out and only 1 out is counted.

• Tag-up

The batter is out but if there are Runner pieces on bases, all Runner pieces advance 1 base.

Gameplay 12: Runs

When Runner pieces are on bases on the baseball diamond and they return to home base when advancing bases (come home), a run (point) is recorded. Runner pieces that come home each score a run. The score is recorded on the scoreboard for each inning.

Gameplay 13: Switching between Offense and Defense

When there have been 3 outs, the batting side is no longer on offense, and the teams switch sides. Count pieces and Runner pieces are all taken off the game board. Each inning ends when each player has had a turn at being the pitching side and the batting side.

Winning the Game

The winner of the game is the player with the most runs at the end of the number of innings determined before the start of the game. If the score is tied at the end of the predetermined number of innings, an extra inning is played and the player with the highest number of runs after the extra inning is completed wins the game. If the score is still tied at the end of the extra inning, more innings are played until a winner is decided.

Player Substitutions

i Pitcher Substitution

When a starting pitcher is in use, the pitcher can be substituted for a middle relief pitcher or closer, while when a middle relief pitcher is in use, the pitcher can be only substituted for a closer. Closers cannot be substituted.

Select the new pitcher card to be used and replace the pitcher card already on the game board with it. Pitcher cards that have been used once cannot be used again.

i Batter Substitution

For batters, any Batter card not being used can be used to substitute the batter.

Select the new Batter card to be used and replace the Batter card already on the board with it. Batter cards that have been used once cannot be used again.

When Batter cards are substituted, the replacement batter must take the place in the batting order of the batter it has replaced. (The batting order cannot be changed).