



ENGLISH MANUAL

KISTLER BROS. GAMES



# BASEBALL DIAMANTE® STADIUM

ELECTRONIC SCOREBOARD  
HOLDER

DEVICE (NOT INCLUDED)  
WITH APP (IOS & ANDROID)

STEP

BALL CHIP

DUGOUT

ZONE

FIRST STEP

BASE

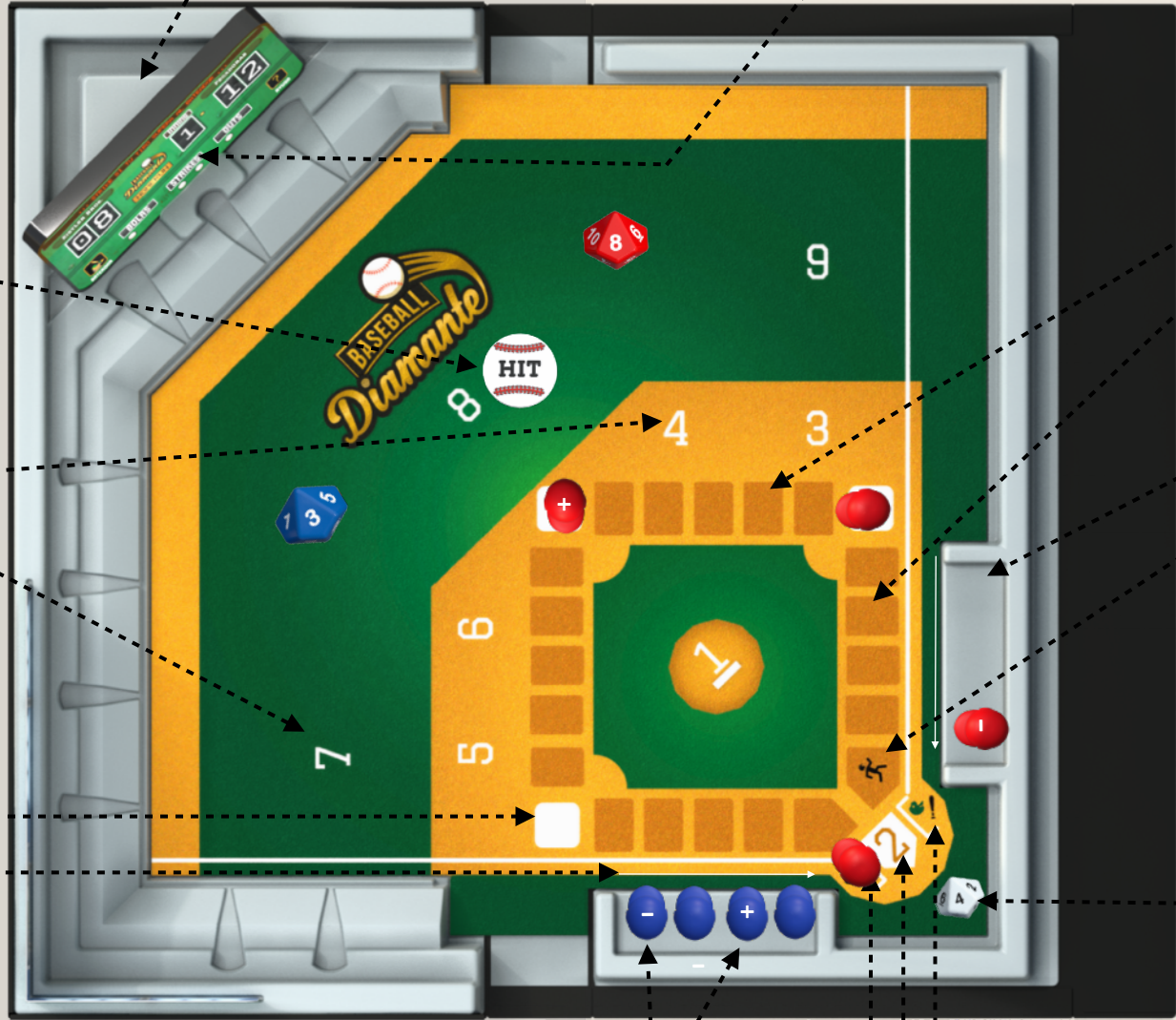
RUN DICE  
Leave the white dice at  
this corner when not in  
use.

BATTING ORDER  
(MAJOR LEAGUE MODE)

HELMET - / HELMET +  
(MAJOR LEAGUE MODE)

BATTING BOX

HOME / ZONE 2



## MANUAL / AMATEUR GAME MODE

Baseball Diamante is a game for **2 to 4 players**, age 8+

Based on the game of Baseball: 3 Strikes = out, 4 balls = base on balls, 3 outs per side per inning, a foul ball is a strike (not for the 3rd strike), you can Hit the ball, hit a Homerun, steal the base, bunt and score runs to win the game!

A run is when your runner advances through all the bases until reaching Home, scoring 1 run for your team on the scoreboard. The Team that scores more runs wins the game.

**The game includes:** 2 teams with 4 helmets each and a colored dice for each team, a white dice to run, a Ball (HIT/OUT chip), a spare Ball and an App to download to your device\* (\*not included).

*Download the “Baseball Diamante” App for iOS or Android. We suggest to turn off your device’s automatic lock screen at the device settings for a better game experience. Start the Baseball Diamante App. You may change language, and turn sound on/off at the settings. We suggest to play with Sound on. :)*

**To start a game**, each team throws the white dice once. The higher throw will be the Home Team, pick a team color (helmets and dice) and will pitch first. The lower throw will be the Away Team and will start batting. Select New Game inside the App’s menu.

Enter the names of your teams. It is important to enter the teams in the right order, entering the Away team at the left side of the scoreboard (batting first) and then the Home team at the right (pitching first) to keep the app synced with the game.

Select the number of Innings you want to play: 3 Innings: 20 min aprox, 5 Innings: 40 min, 7 Innings: 1 hr, 9 Innings: 1hr 15 min aprox.



Place your device at the device holder at the Stadium.

Press **PLAYBALL** to start the Scoreboard. Use the Help button to see how to use the Scoreboard. It is important to **mark every play on the App** to keep track of every pitch, out and runs.

## GAME INSTRUCTIONS:

**Colored Die** are used to:

- Pitch
- Bat
- Throw the ball to a base
- Chase runners out of base.

(we’ll review each of them later).



**The white dice is used by both teams to run through the steps and the bases on batting turns.**

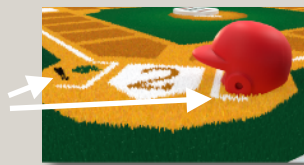


Baseball Diamante has an amateur game mode and a Major League mode (advanced). We suggest playing some games in amateur mode before jumping into the Major League. You’ll notice some helmets have a (+) and (-) at the top. These icons represent their abilities for the Major League Mode, but we will ignore them for now.

Place your 4 helmets at the dugouts.

The **helmets** are used as **batters/runners**, never as fielders.

The **Home team** places the ball at Zone 1 Pitcher and the **Away team** a helmet at the **batter's box**.



### Playball!

-If you throw any dice out of the Stadium throw again.

### PITCH

To pitch throw your colored dice once to throw a pitch to the batter. (pitch always goes before the batter's swing).

The number pitched has the following possibilities:

**1 or 10 = Ball!** Mark the ball on the App with the Ball button and pitch again.

**7 = Called Strike!** The Pitcher made a Strike. Mark it on the App with the button Strike and pitch again.

**Any other number** (2, 3, 4, 5, 6, 8 or 9): change turns for the **batter's turn to swing**.

### BAT

Just like in Baseball **you have to see the pitch**, do not throw your dice (swing) to a Ball (1 or 10) or it will be called Strike! If you see the Pitch is a Ball just wait and mark the Ball on the App.

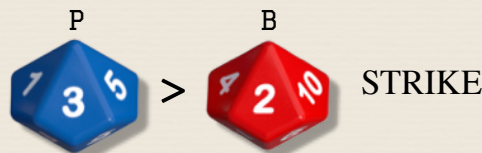
With pitches of 2, 3, 4, 5, 6, 8, or 9 throw your colored dice to swing. If your number is higher than the pitch you hit the ball.

If you hit the ball with a 10 (see Homerun page 12).

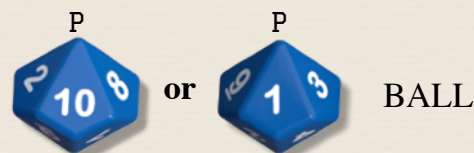
Let's see some examples: Blue is the Pitcher and Red is the Batter.

### (P) Pitcher throws Higher than Batter (B): $P > B$

(P higher than B)

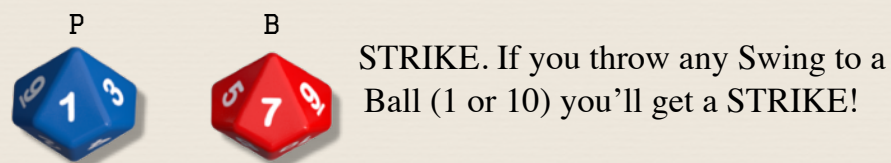


### Pitcher throws a Ball (1 or 10) and Batter waits.

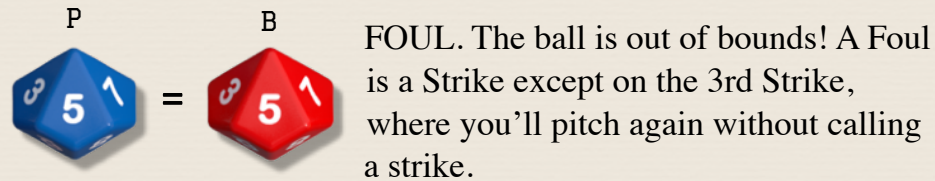


### Pitcher throws a Ball and Batter throws

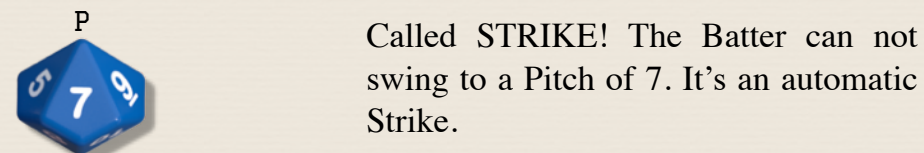
#### a Swing:



### Pitcher and Batter throws the same: $P = B$

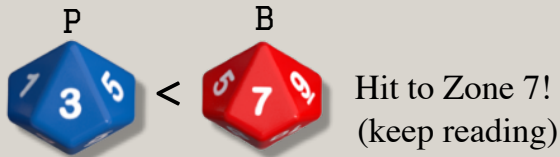


### Pitcher throws a 7:



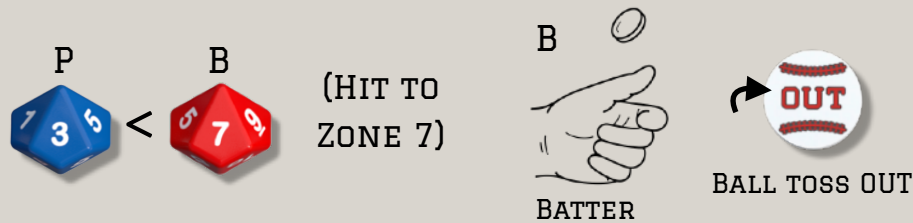
## Batter throws higher than the Pitch: <

You hit the Ball to a Zone! Besides being higher than the Pitch, **your dice determines the direction of the hit to a Zone on the field.** In this example the Pitcher throws a 3, the Batter swings a 7, so that's a Hit to Zone 7.



 **ZONE** = numbers from 1 to 9 on the field

Wait! Once you hit the Pitch, before moving the Ball to that Zone, **the Batter must throw a Ball Toss to the air.** It doesn't have to fall at the Zone, but it has to fall inside the Stadium.  
-If you toss it out of the stadium, repeat the toss.



**If the toss is OUT** ;The fielder caught the ball in the air for an OUT! Now, move the ball with the OUT face upwards to the Hit zone (Zone 7 in the example).

 **OUT**

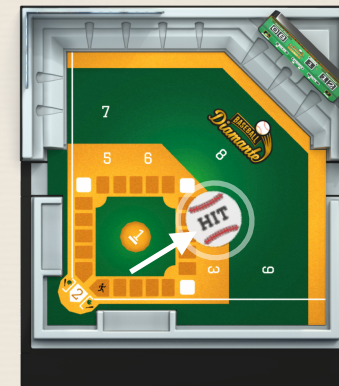
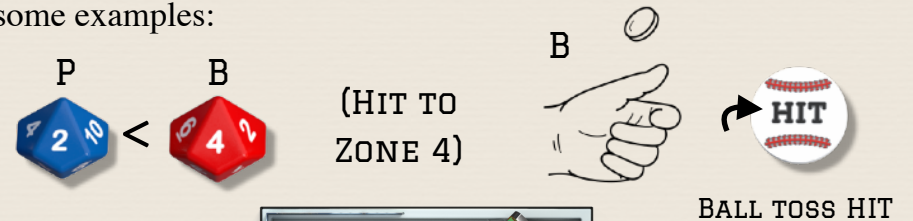
If the Pitcher makes the 3rd Strike or if the Ball toss is OUT (you're Out!), mark the OUT on the App and return the batter to the dugout.

At this time you can reset the pitch count on the app with the Batter button, to receive the new batter with a clear pitch count.

## **FAIRBALL**

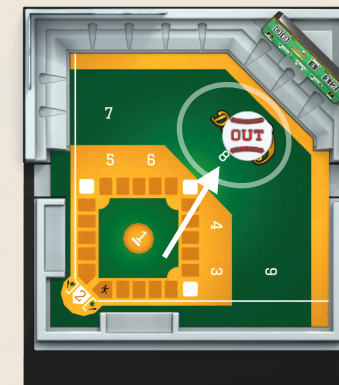
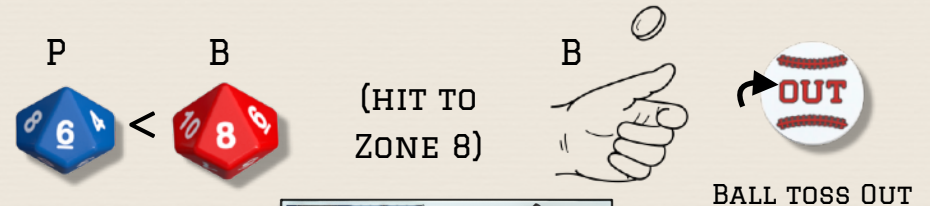
**If the Ball toss is a HIT** the ball was not caught, touched the ground (fairball) and the batter may run to 1st base!

Before throwing the white dice to run, place the Ball at the respective Hit Zone, and then throw the dice to run. Let's see some examples:



THE BALL IS PLACED AT ZONE 4 WITH THE HIT FACE UPWARDS.

THE BATTER CAN RUN. (KEEP READING)



THE BALL IS PLACED AT ZONE 8 WITH THE OUT FACE UPWARDS.

BATTER IS OUT AND BACK TO THE DUGOUT



To run through the steps to get to a base you must have hit the ball to a Zone first. **Throw the white dice once** and move the runner (batter) that same number of steps towards 1st base, starting with the **First Step** (see Baseball Diamante® Stadium). The bases count as a step.

You can't move a Runner less steps than the number on the white dice, except if you decide to stay safe at a base.

You can move a Runner forward or backwards with your dice throw.

If your Runner gets to a step or base with the ball or another runner you'll be Out.

### RUN WITH RUNNERS ON BASE.

**Starting always with the most advanced runner on base**, throw and move that runner, throw again and move the next most advanced runner and keep doing this until running with the batter. You can only **throw once per each runner**. After moving all your runners change turns to throw (see Throw from a Zone to a Base).

You may skip to move a Runner if no Runner is coming to that base, but if you skip a runner you will not be able to move them in that turn. **And if you throw the dice to move, at least a Runner must move.**

Throwing a **10 with the white dice does not give you an extra throw to run** (you'll read later that throwing a 10 with the colored dice does give you an extra throw for some plays).



If a Runner gets Safe to Home plate score a RUN on the App.

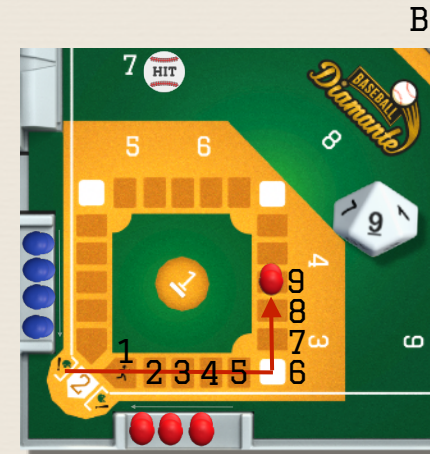
In Baseball Diamante, a **RUN counts if you score before the 3rd Out**, even if the last Out is made on the same play right after you scored.

After the 3rd OUT the Inning is over and no Runners can move.

After running with all Runners, change turns to throw. (see Throw)

Examples: After a Hit to Zone 7, if your Running dice throw is 5, advance 5 steps (Fig. A) and change turns to Throw. Or if your run is 2, advance 2 and change turns to Throw. Or if your run is 6 you'll get to 1st base Safe. If your run is higher than 6, for example 9, you may choose to stay Safe at 1st base or risk your runner by moving the whole 9 steps trying to get closer to 2nd base (Fig. B) and change turns to Throw.

If after moving the runners any of them stays out of base change turns to Throw.



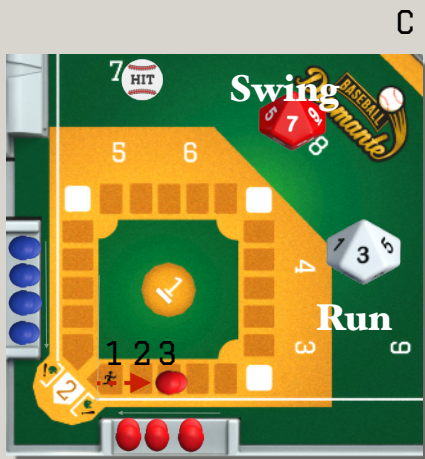


## THROWING THE BALL FROM A ZONE TO A BASE

After the Runner's turn and with the Ball at a Zone, the fielder can throw the Ball to any desired base (1st base, 2nd base, 3rd base or Home) to make an OUT to a Runner out of Base.

The pitching team must throw the colored dice once and it must be **equal or higher than the respective Zone**. To throw from zone 5 to any base, throw 5 or higher, from zone 8: 8 or higher, from zone 2: 2 or higher, etc.

Example: Red throws higher than the pitch with a hit to Zone 7, Ball Toss: Hit, and moves the runner with a 3. Change turns for Blue to throw the Ball from zone 7 (fig. C). Blue throws the colored dice. **If the Throw is equal or higher than the Zone** (in this case Zone 7) move the Ball to any desired base. In this example moving the Ball to 1st Base would make an OUT to the runner. But **If the Throw is lower than the Zone move the Ball to the Pitcher** (Fig. D: a 4 is not equal or higher than 7), and change turns to run again to try to get to 1st base with a 3 or higher. If the runner then throws a 9, the Runner could get all the way to 2nd Base, but keep in mind that not reaching the base, will change turns to throw from the Pitcher (zone 1) who can throw to any base with 1 or higher.



C



D



## RUNNING & THROWING EXAMPLES



Now a play where a runner Hits a swing to Zone 5, and ran 9 steps, staying between 1st and 2nd base, then the defensive throw of 4 didn't overcome the zone (5), sending the ball to the Pitcher.

Change turns to run again. It only needs a 3 to get to 2nd base (fig. E), rolls a 5, the runner may move and stay safe at 2nd base, cause advancing 5 steps would leave him vulnerable against the pitcher (cause zone 1 needs 1 or higher to throw to any base). The runner stays safe at 2nd. A new batter goes to the batting box.

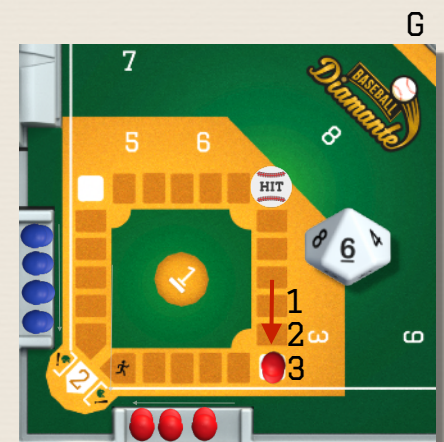
Now let's see what happens when the throw is equal or higher than the zone (fig. F): Red hits to Zone 5, and Runs with a 9 passing 1st Base and towards 2nd Base. Blue throws an 8 from Zone 5 ( which has a cost of 5 or Higher) and chooses to move the ball to 2nd base. The Runner is still safe but has to run back to 1st base throwing the white dice once and moving the runner backwards to 1st base. The Runner needs 3 or higher to get to 1st base. The Runner throws 6, moves 3 steps and stays safe at 1st base. (fig. G). The play ends, the Ball goes back to the Pitcher and a new batter steps at the batting box.



E



F



G

## THROWING FROM A BASE

**To Throw the Ball from a base to another base: throw 2 or higher** (You can remember this by the number 2 at Home). With the Ball at a base you may skip the throw to protect that base but **if you throw the dice you must move the ball**.

You can not throw the ball to a Step.

## TAG / MAJOR LEAGUE

With the ball at a base, instead of throwing the ball to a base you may use your dice roll to **move steps with the ball**. If you touch a runner out of base, the runner will be OUT and the ball takes that step (it does not keep moving more steps even if the throw was higher). **You may throw from a Step to a base with 2 or higher**. If you throw 1, you may move a step with the ball or throw to the pitcher. Back at the last play (fig. G) let's see what happens if the runner does not get to 1st base (fig. H.1). In the throwing turn (fig H.2) the roll of 8 is used to move steps with the ball and touch the runner. The ball takes that step, does not complete the throw of 8, and the runner is OUT and back to the dugout. Mark the OUT on the App. (If more runners were out of base change turns to run). AAt the end of the play the ball goes back to the Pitcher and a new batter steps to the plate.

H.1

H.2



## HOMERUN

**If you swing a 10 while batting** your hit has a chance to become a Homerun, throw again **another consecutive 10** for a Homerun!, move the runner (or runners) through all the bases and score a Run (or Runs with more runners on base) for your team.

**10 + 10 = HOMERUN!** Celebrate with the Homerun button on the App and mark the run (s).

Example: Pitcher throws a 9, Batter a 10 and another 10:

P B BATTER THROWS AGAIN

$$\begin{array}{c} 9 \\ \text{P} \end{array} < \begin{array}{c} 10 \\ \text{B} \end{array} + \begin{array}{c} 10 \\ \text{BATTER THROWS AGAIN} \end{array} = \text{HOMERUN!}$$

**But if you throw any other number on your second throw = You Hit the Ball to a Zone.** The Hit will not be a Homerun and the play continues with the ball toss and in this case a possible hit to Zone 2 (Catcher).

P B THROW AGAIN

$$\begin{array}{c} 9 \\ \text{P} \end{array} < \begin{array}{c} 10 \\ \text{B} \end{array} + \begin{array}{c} 2 \\ \text{THROW AGAIN} \end{array} = \text{BALL TOSS TO ZONE 2}$$


## END OF A PLAY

Alternate turns of running and throwing until all Runners are OUT or Safe at the bases. If the Ball is still in play the batter can choose to keep running or End the Play by putting a new Batter in the batting box, as long as all runners are Safe on base.





## 2 vs 1 players & 2 vs 2 players Mode

**Alternate turns at bat with your partner with every new batter at the batting box.** The batter will be in charge of all the runners during the turn.

Alternate Pitching turns **only when you get a Hit, or if you give a base on balls** (4 Balls). Keep pitching if you make an OUT. If you finish the Inning batting your partner will start the next Inning Pitching. If you finish the Inning Pitching your partner will get the first turn at bat on the next Inning.

### EXTRA INNINGS

When a game is tied at the end of the selected innings (3, 5, 7 or 9), the game will show an X at the innings counter and the first team to score wins the game, each having a turn to bat with three outs on every inning. At the beginning of each inning, the first runner at bat will move to second base without batting, and the next in line will be the batter. This helps the teams to score quicker.

.....  
Now you know all the basics to play Baseball Diamante.

PLAYBALL!.....



# MAJOR LEAGUE

## MODE



## MAJOR LEAGUE MODE:

Major League Mode adds more rules to the Amateur Mode getting closer to the rules of professional Baseball. We suggest you play Amateur Mode before jumping into the Major League.



The **- helmet** will subtract 1 point to each throw of the dice, when batting and running, on every turn.

The **+ helmet** will add 1 point to each throw of the dice, batting and running, on every turn.

Examples:

The **+ helmet** throws 4 when batting, the swing is now a 5.

The **- helmet** throws 1 when batting, the swing is now zero.

Swinging zero = Strike. Throwing zero while running = the runner doesn't move, loses that turn.

The **- helmet** can not make a Homerun, because a 10 will turn into a hit to Zone 9, continuing the play with the ball toss.

The **+ helmet** has more chances to make a Homerun. If the throw is 10, it turns into 11 and the ball goes out of the stadium without a second throw, automatic Homerun!

If the **+ helmet** bats 9, it turns into a 10, throw another 10 to make a Homerun. So, if that second throw is 9 or 10: Homerun!

Any other number will determine a Swing Zone and the batter must toss the ball as any regular swing. It is not necessary to throw higher than the pitch again on the second dice throw.

In Major League Mode, there is a Batting Lineup for each team.

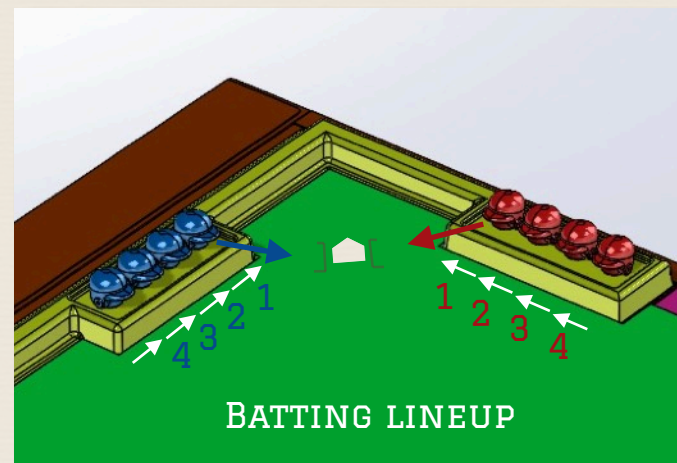
Before the game begins place your helmets on your dugout in the order you want, remember, the **+ helmet** has higher game skills and the **- helmet** has less game skills.

The first batter will be the one in the position closest to Home on the dugout.

Move the helmets on the dugout one position towards Home, every turn a new batter goes to the batting box, following the white arrows in front of your dugout.

You'll notice the batting lineup will vary through the game. This is OK, cause putting runners on base and getting Outs will bring the helmets to the dugout on a specific order (keep reading).

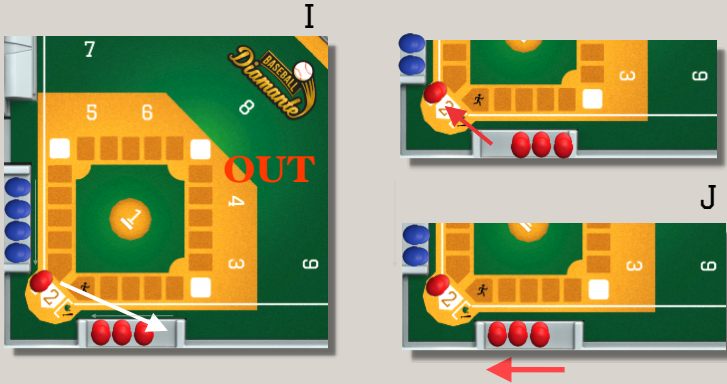
You have to follow the order at the dugout and you can't skip batters.





## BATTING LINEUP / MAJOR LEAGUE. (CONTINUES)

When a batter or runner is OUT, they must enter the dugout at the last empty slot of the line (fig. I).



The next player at bat will be the closest Helmet to Home on the dugout, moving the remaining helmets on the dugout one position towards Home. (fig. J)

**When an inning is over with runners on base, the helmets must enter the dugout in order, starting with the most advanced runner, then the second most advanced runner and the batter goes last.** (fig. K)



When bases are loaded, an OUT to the Batter would mean the same helmet would bat again, repeating the same batter. To avoid this, the batter moves to 1st base, the runner at 1st moves to 2nd base, and so on, so the next turn at bat will be the runner that was at 3rd base, without scoring any Runs.



## BUNT / MAJOR LEAGUE

To bunt, announce your bunt **before throwing the dice** to swing to a pitch that is not a ball or a called strike (any pitch except 1, 10 or 7).

The swing must be **1, 3 or 5**. (bunt to the pitcher, bunt to 1st base and bunt to 3rd base respectively).

Throwing equal to a pitch of 3 or 5 will be a good bunt, not a foul.

When bunting, there is NO Ball toss and you do not have to swing higher than the pitch.

**If your bunt is not 1, 3 or 5 = Strike.**

If you throw 1, 3 or 5, move the ball to the respective zone (Zone 1, 3 or 5) and without tossing the Ball, throw the white dice to run with each runner. At the end of your turn, change turns to Throw.

Example: After a Pitch of 8, the batter with the (-) helmet announces a bunt and throws the color dice.

The throw is a 4. To bunt you need 1, 3 or 5 but the (-) helmet subtracts 1 to the dice, so 4 turns into 3, and that's a good bunt! Move the Ball to Zone 3 without tossing the Ball in the air and throw the white dice to run.



## DOUBLE & TRIPLE PLAY / MAJOR LEAGUE

(TWO AND THREE CONSECUTIVE OUTS)

Every time a fielder **throws a 10** while throwing to a base, you may **move the ball to the desired base and throw again**, skipping the runner's turn.

With a 10 you make the first OUT to a runner out of base and then a **2 or +** (cost to throw between bases) will give you a **double play** to runners out of base, whenever they are being "pushed" by the batter running to 1st base, because a runner that is not being pushed by another runner may always run back to an empty base. If you throw a **10 and then another 10**, you can make two Outs and throw a third time skipping the runners. With a 2 or + make a Triple Play. Mark every Out on the App.

With a 10 you may throw the ball to any base, and then use your next consecutive dice throw to move the ball through the steps, just like a runner, to try to touch a runner out of base. (TAG).

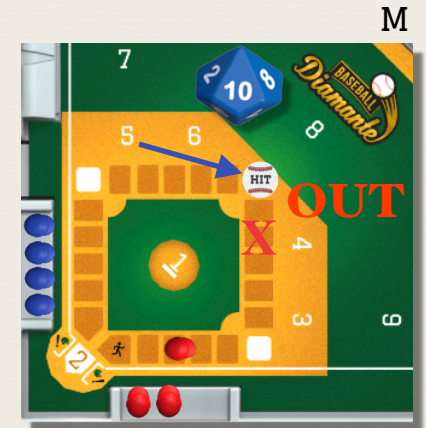
**Any throw lower than 2** on your second or third throw, move the Ball to Zone 1 or move a Step with the Ball (see TAG).

Double play example: With a Runner at 1st base, Red hits a Pitch of 2 with a swing to Zone 5. The Ball Toss is HIT. Red throws a 4 for the runner at 1st and a 3 for the batter's run (fig. L). Continue on the next page.

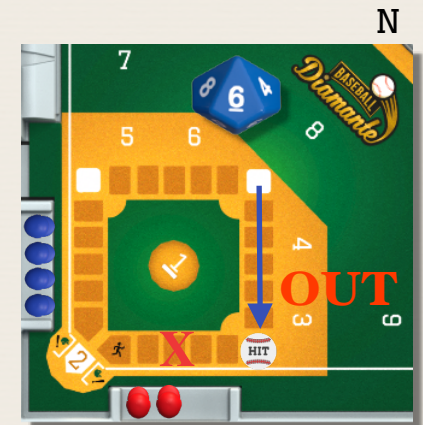


## DOUBLE & TRIPLE PLAY / MAJOR LEAGUE (CONTINUES)

The fielder throws a 10 (which is higher than Zone 5 (5 or +)). Places the ball on 2nd base, marks the OUT and throws again skipping the runner's turn (fig. M). The Out runner goes back to the dugout at the last available seat.



On the second throw Blue needs 2 or + (which is the cost of a throw from a base to any base) to make a second Out at 1st base. Blue throws 6 and makes a double play. (fig. N)





## STEAL A BASE / MAJOR LEAGUE

After a pitch (ball or Strike) **announce** the Steal, **move the ball to Zone 2** (home plate). Throw the white dice and **move the runner**. In the next example the Runner at Second base will attempt to steal 3rd base.

After a Ball or strike, Red announces the Steal.



Red moves the ball to Zone 2 and throws the white dice to run.



## STEAL A BASE / MAJOR LEAGUE. (CONTINUES)



Red throws 5, moves 5 steps.



To throw the ball from Zone 2, throw 2 or more. Blue throws 4 and moves the ball to 3rd base.



Red throws the dice to return to 2nd base. The throw is 2, moves 2 steps back.



Instead of throwing, Blue can move the ball through the steps (see TAG). Blue throws a 6 and moves the ball 3 steps to touch de runner for an OUT. Runner goes back to the dugout.



## STEAL WITH MULTIPLE RUNNERS / MAJOR LEAGUE

To Steal with more than a runner, wait for a ball or strike, announce your steal, and without batting move the Ball to Zone 2. **Throw the white dice** once for each of the runners, **starting with the most advanced.**

When your running turn is over change turns to throw with the Catcher (2 or +).

**You may skip to throw** the ball if you want to protect Home, but **if you throw the dice you have to move the Ball.**

With all runners safe on base, change turns to Pitch to a new Batter.



## TAG UP / MAJOR LEAGUE

**After catching an Out** on any Zone (when the Ball Toss is an OUT) you may **steal a base with a Runner** by throwing the white dice once for each Runner you wish to move.

Consider that the fielder will have to throw the Ball from the Zone, meaning the further the ball, you'll have a better chance to Steal.

After moving runners, change turns to throw.

**BASEBALL DIAMANTE®** is dedicated to Dean A. Kistler.

**Kistler Bros. Games** would like to thank everyone's support to bring this experience to your hands.

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Visit [www.baseballdiamante.com](http://www.baseballdiamante.com) for tutorials and a printable version of this manual.

# PLAYBALL!.....

