

On Screen Indicators

On screen	What it is
RUNS 0/6	Your score, and what you need. Hit 6 and you win the inning.
B	Balls. Get to 4 and you walk — free runner on 1st.
S	Strikes. Get to 3 and that's an out.
O	Outs. Three outs and the run is over. This is your health bar.
The diamond	Who's on base. Runners stay put between turns.
The baseball, bottom left	Energy. Refills every turn. Every card costs some.
INNING 1/9	How far through the run you are.
Stamina	Fuel for the whole run — see below.

How A Turn Works

1. You get 3 energy and a hand of 5 cards (4 when Tired).
2. Play cards by dragging them up onto the field. They cost energy.
3. Hit End Turn.
4. The pitcher throws the pitch he was showing. Any strikes land now.
5. Repeat until you score 6 runs, or he gets 3 outs.

Vocabulary

Protect — Protect cancels incoming strikes, one for one. Gain 2 Protect and a 2-strike pitch does nothing. **It resets to zero at the end of every turn**, so it is not a shield you build up — it's spent or wasted each turn.

Single / Double / Triple / Homer — advance every runner on base that many bases, and put yourself on. Runners who cross home plate score.

Steal — move a runner up one base without hitting anything.

Strike / Ball — some cards give *you* strikes or balls as a cost or a benefit. A strike is bad. A ball is good (4 balls = free baserunner).

Junk — dead cards the Curveball shuffles into your deck. They do nothing and **stay in your deck for the rest of the run**. Every Curveball you eat makes every future hand slightly worse.

Exhaust — the card is removed for the rest of the inning after use.

Settled In — every 3 turns, the pitcher's strike pitches get +1. Long innings get dangerous. **Dialed In** is a one-off +1 on his next pitch.

Stamina

Each inning played	-1
	0
Each out he gets on you	-4
Off day (after innings 3 and 6)	+2
	5

At 40 or above you're Fresh: 5 cards a turn. Below 40 you're Tired: 4 cards a turn.

That's the whole penalty — a smaller hand, never less energy. Hitting zero stamina doesn't end anything. You still only lose by getting retired, so the loss condition stays clean. It just means you arrive at the 9th inning short-handed, which is the point.

Off days give back 25, never a full reset, so the drain is one-directional.

Pitch Mix

Pitch	Effect
Fastball	1 strike. Plain.
High Heat	2 strikes. Takes 2 Protect to absorb.
Painted Corner	1 strike, and Protect can't stop it.

Curveball	1 strike, and shuffles Junk into your deck permanently.
Waste Pitch	No strike. You gain a ball, he gains Dialed In.
Pickoff	Aimed at your runner in scoring position.
Turn Two	Erases your two lead runners.