



PASS THE CHIPS BASEBALL RULES

THE GAME THAT MAKES
AMERICA'S FAVORITE
PASTIME EVEN MORE FUN.

RULES

1. Set a value for the chips. A buck, a beer, bragging rights...
2. There are 8 chips. 4 positive (Single, Double, Triple, Home Run), and 4 negative (Strike Out, Double Play, Error, Hit By Pitch).
3. After the anthem, but before the first pitch, players take turns drawing until all chips are gone.
4. Players hold their chips for the entire inning. If a play matches your chip, you win (or lose) the agreed-upon amount from each player. Once a chip hits, it's retired until...
5. At the end of each inning, players pass their chips to the player who drew after them in Step 3.
6. Unless you're some sort of statistical genius, we recommend you pay as you go. For example, if you hold the Strike Out chip, and there's a strike out in that inning — pay up, sucka.

Once you've mastered basic Pass The Chips Baseball, try our variations or make up your own.

CHIPS



Single Chip



Double Chip



Triple Chip



Home Run Chip



Strike Out Chip



Double Play Chip



Error Chip



Hit by Pitch Chip

VARIATIONS

Going, Going, Gone — Set the values for the positive chips higher with each base. So the Single chip is worth a buck, the Double is worth two, and so on.

Negative Nelly — Vary the payout on the negative chips. So, for example, a Strike Out's a buck, a Double Play's two, an Error's three, and Hit By Pitch is a downright painful five.

Get Juiced — Remove the limit to how many times a chip can pay per inning. Say you have the Single chip and the hits just keep coming. You collect singles like a beer vendor, baby!

10th Inning Stretch — Game going into extra innings? Re-draw the chips and double the value. That'll test your stamina.