

DEADBALL

Baseball With Dice

How To Teach Deadball

Happy Holidays!

First of all, I would like to offer sincere thanks. If you're reading this, it's because you've bought a copy of *Deadball* during the holiday season, and that means quite a lot to me. I truly love this silly little game I made, and I love it most when I've gotten to share it with the people I love. Baseball goes great with friends and family, and *Deadball* is the same way.

But how do we get them to play? It can be tricky to get people to try something new, and for most baseball fans, anything that calls for a twenty-sided die is very new indeed. I truly believe that anyone who likes baseball will like this game, so I thought I'd offer a few pieces of advice to help clear the first hurdle, and get them rolling the dice:

1. **Fill Out the Lineups Yourself:** There's no need to waste your loved one's time with the minutiae of lineup construction. Show up at the table with complete lineups, and you can jump right in to the game.
2. **Make it Personal:** Included with this holiday package is a Christmas Lineup that features a team of famous Christmas characters, from Rudolph to Tiny Tim. On the other side is a blank lineup, with stats and positions already listed. Fill this team in with the names of family members, or favorite TV characters, or mutual friends—and don't forget to put your names in there as well! New players love to see their names on the team sheet—it gives them something to fix on, and root for when they roll the dice.
3. **Teach Slowly:** The foundation of this game is the Batter Target. Show your loved one the Batter Target, and explain that it's just a batting average with the last number chopped off. "Roll less than that, and you get a hit. The pitcher will be rolling a die, too, to try to make it harder on you." Once they get that, play a couple innings before moving on.
4. **Don't Fret About Scorekeeping:** Everyone keeps score differently. If the person you're playing with doesn't know how, offer to do it for them until they get the hang of it. If they have their own style, let them do it however they prefer.
5. **Forget Fatigue:** For the first game, I usually omit the pitcher fatigue rules, unless I think the person I'm playing with will be really interested in that side of the game. Letting the pitchers be superhuman makes the game go much faster, and will save your new player from getting bogged down in detail.

—W.M. Akers