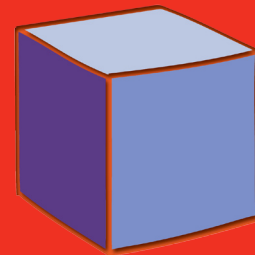


CUBE SPORTS



Apocalypse

Instruction Manual

A. QUITMEYER

VERSION 1.01

Apocalypse

Apocalypse - The game so good it might end the world!
(4-∞ players)

Goal

To be the first person to earn 21 points or to be the person with the most points before the game/world ends.



Field

The field consists of 3 bases: Home (H), Base 1 (B1), and Base 2 (B2)

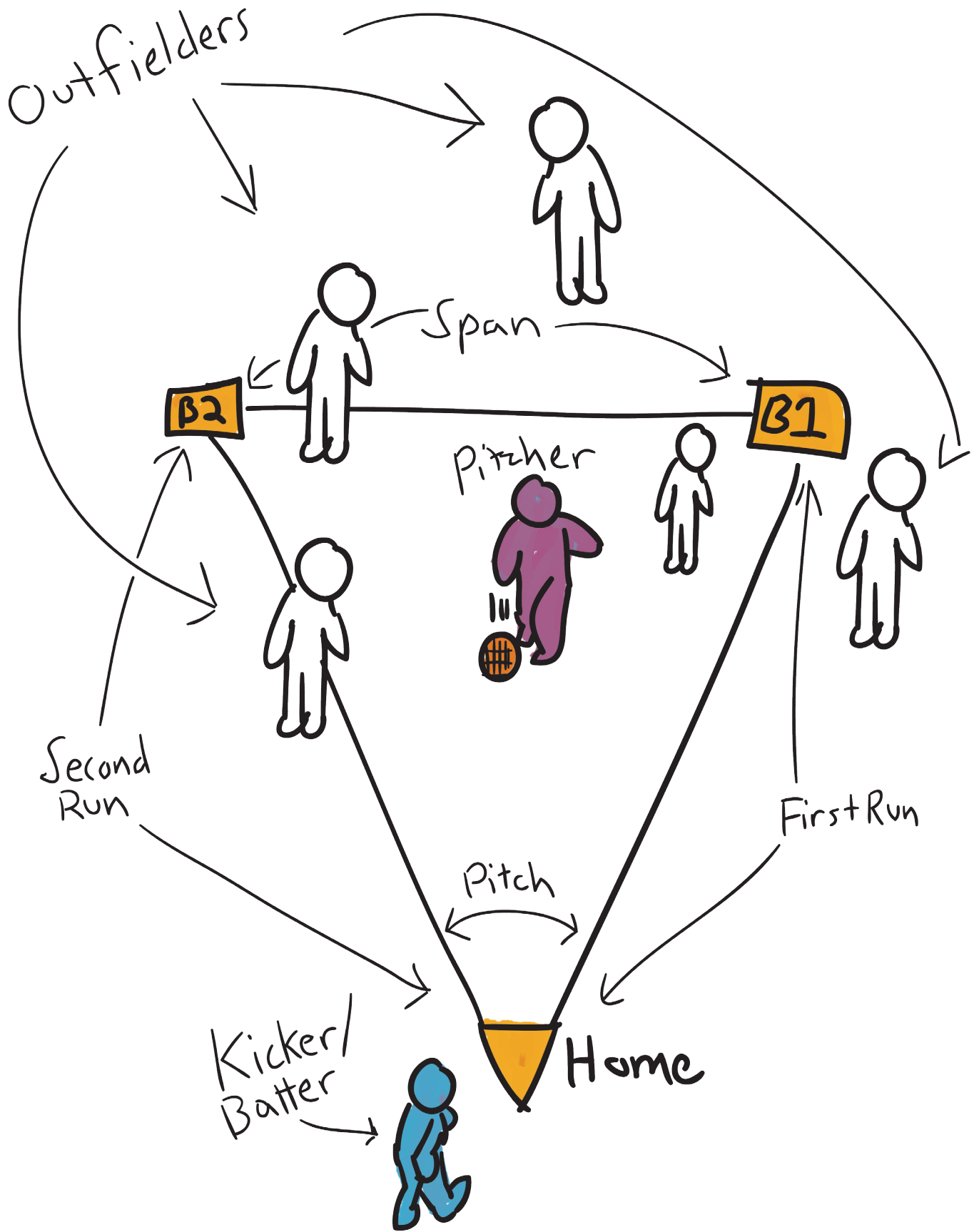
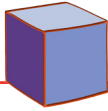
The bases form an isosceles triangle with equal distances from Home to B1 as Home to B2. These equal legs are referred to as the "First Run" (Leg HB1) and the "Second Run" (Leg HB2). The distance between B1 and B2 is referred to as "The Span" (B1B2).

The separation of the bases designates the breadth of the field; the angle formed from B2 to Home to B1 ($\angle B2HB1$) defines the pitch of the field.

The bases can and should be adjusted in separation and angle to achieve the maximum levels of play depending on the amount of players involved.

For instance, if you have only a few players, the overall gameplay might be improved by shrinking the pitch of the field which would limit the available fair territory where the ball could land.

In general, 15-20 paces establishes a good length between bases.



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Equipment

Ball - The game tends to work best with a standard, kickball-style ball. If you substitute other items, you will probably want to adjust the separation and angle of the bases to maximize fun.

Bases – the bases should be made of something that can be stepped on repeatedly, is large enough to clearly tell that someone has stepped on it, is able to be seen from afar, and will not result in severe injuries if fallen upon. Good example: cheap frisbee. Bad example: sharpened pile of sticks.

Gameplay

Each player is on her or her own team.

Each player/team should probably give his or her team a cool name.

All player/teams take turns at bat.

If a player is not currently batting, they are in the outfield. All of the outfielders work together to prevent the person batting from earning points.

Once everyone has batted, a new inning begins. The game cannot stop before the completion of an inning since it is possible to win after any hit.

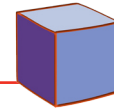
One person in the outfield will assume the role of pitcher. This can be anyone in the outfield and can change at any time.

The pitcher should stand approximately in the centroid of the triangle formed by the bases. A correct position can be determined by a consensus of the group.

The pitcher will roll the ball towards the batter who will then try to kick the ball being rolled towards him or her. After the pitch, four things can happen:

1. A strike: The batter attempts to kick the ball and misses –
2. A redo: The pitch is bad enough that the batter wants a new pitch. Instead of attempting to kick the ball, the batter should immediately bend over to pick up the ball and toss it back to the pitcher. No penalty is imposed for redos, however the other people playing the game might get angry and focus their energy on defeating an annoying person who keeps calling for redos. The outfield might also want to consider changing pitchers.
3. A foul: the ball lands to the right of the line formed between B1 and home, or to the left of the line formed between B2 and home, without first touching the fair territory beyond the line between B1 and B2. (Foul rulings are just like baseball).
4. A fair ball: The ball lands in fair territory and is not declared foul.

After kicking a fair ball, the player should run around the bases to collect as many points before getting out.



Unlike baseball, you are never safe. Touching a base only earns the runner a point, but they are vulnerable to being tagged out anytime after initially kicking the ball.

A kicker can initially choose to run towards either B1 or B2 first, but after touching either base, must continue touching bases in that order. For instance, if the player kicks the ball and then runs to touch B2, he or she must then run to B1, then Home, then B2 and so on. Players can continue cycling around the bases and earning points until they are tagged out.

Every time a base is touched, the runner's score increases by one.

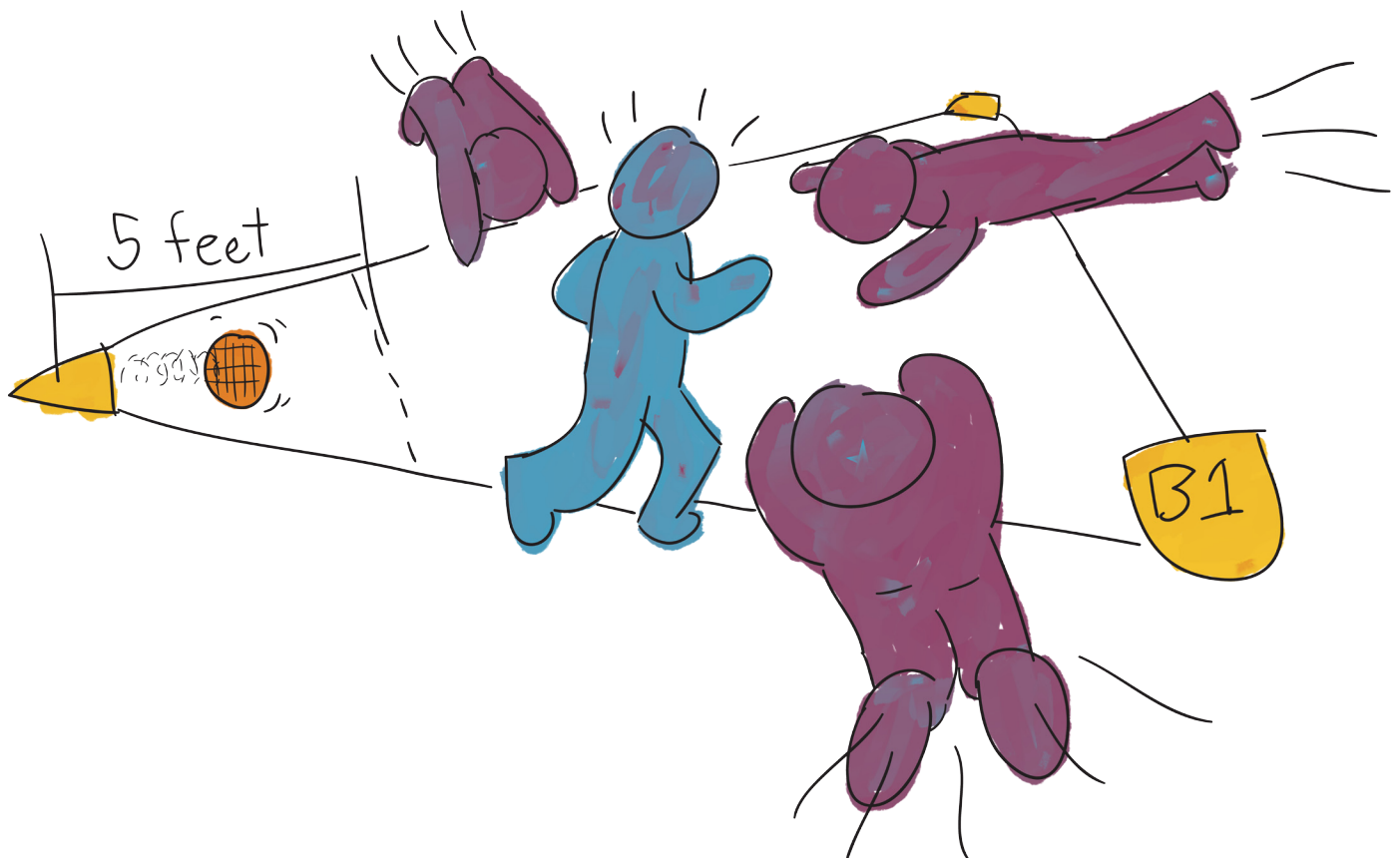
Outs

One strike results in an instant out.

Two fouls results in an instant out.

You are declared out once the ball comes into contact with any part of the kicker after he or she initially kicked the ball and is running around the bases to collect points.

You are also declared out if someone catches the ball that you kicked. Unlike baseball, it is still possible to get points if you are caught out because the player is not declared out until the actual catch happens. For example, if a player kicks the ball high into the air, touches a base, and then the ball is caught, the player gets to keep any points earned before the catch was made.



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Special rules

Tackle rule: Typically interference by the outfielders that prevents a runner from traveling from base to base is discouraged, but if a person bunts the ball (typically considered a kick that travels less than 5 feet) they are now liable to be tackled or detained in any (extremely) physical manner. Also, many players will bunt the ball if they are within 1-2 points of winning to prove their physical prowess.

Point stealing: A player running the bases will become out once the ball comes into contact with any part of his or her person. However, if the player running the bases retains possession of the ball that tags him or her out before the ball touches the ground (by catching it for example), the running player steals a point from the outfield player who last touched the ball before it tagged the runner out. Furthermore, if an outfielder gains possession of the ball after it has tagged the runner out and before it touches the ground, that outfielder will get to steal a point from the runner.

