

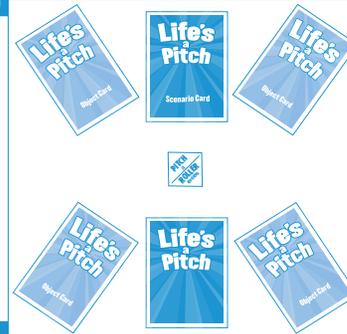
ZOMONDO!!

Life's a Pitch™

Contents

Inside the "LIFE'S A PITCH" box you will find:

- 400 ORANGE OBJECT CARDS
- 104 BLUE SCENARIO CARDS
- ONE BIG DIE
- ONE CARD TRAY

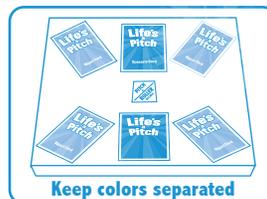


Object of the Game

To provide the most creative, persuasive, smart, amusing, or entertaining response to each scenario.

Setup

- Separate the BLUE SCENARIO CARDS from the ORANGE OBJECT CARDS.
- Shuffle each color separately before placing them face-down on the table or in the card tray.



- The player with a birthday closest to the current date becomes the first ROLLER.
- The ROLLER deals **6** ORANGE OBJECT CARDS to each player (including him/herself).
- All players look at their cards (but keep them hidden).

Winning the Game

The goal is to play the ORANGE OBJECT CARD that is selected as the "best" solution or answer to the situation presented. If your card is chosen, you win the BLUE SCENARIO CARD and the round.

The first player to collect the winning number of BLUE SCENARIO CARDS wins the game.

3-4 Players - **5** BLUE SCENARIO CARDS are needed to win.

5+ Players - **3** BLUE SCENARIO CARDS are needed to win.

TABLE TALK: Players SHOULD NOT display or share how many SCENARIO CARDS they have won. It's up to each player to remember how many SCENARIO CARDS each other player has won. NO TABLE TALK IS ALLOWED ON THIS SUBJECT.

Playing the Game

- ROLLER picks a BLUE SCENARIO CARD and reads it aloud to the group.
- ROLLER then rolls the die to determine the type of play. See back for further detail. (You do NOT need to read all this right now. Please read during game play.)
- The ROLLER is in charge of each round. KEEP IT MOVING. After each round, discard ONLY the played ORANGE OBJECT CARDS and draw new ones. All players should have 6 ORANGE OBJECT CARDS for each round. The player to the left now becomes the next ROLLER.

WILD CARDS: Wild Cards should be played like any other ORANGE OBJECT CARD. Announce an object, that matches the instructions on the card, before making your pitch. Wild Cards CANNOT be used during "NO PITCH" rounds.



see other side
for die rolls

Types of Play: Don't panic! Each section should be read during game play after the die is rolled.



• Pitch It ... The Group Decides ... Everyone Plays

- All players (including the ROLLER) must play an ORANGE OBJECT CARD from their hand that appeals to the GROUP.
- Each player then gives a brief verbal "pitch" to the GROUP.
- Players vote for their favorite ORANGE OBJECT CARD by a simple hand-raise. Players MUST VOTE but MAY NOT vote for their own card.
- The majority winner is awarded the BLUE SCENARIO CARD and wins the round.

Ties: A tie means that a runoff must occur. Please vote again considering only the cards that tied for first. All players must only vote once but MAY NOT VOTE FOR THEIR OWN CARD. A second tie is decided by the ROLLER.



(No Wild Cards)

• No Pitch ... The Group Decides ... Everyone Plays

- All players (including the ROLLER) must choose an ORANGE OBJECT CARD from their hand that appeals to the GROUP.
- Each player hands their ORANGE OBJECT CARD to the ROLLER facedown, so other players cannot see.
- The ROLLER then shuffles the cards and reads them aloud, at random. All players must remain silent and still during the round (no gestures).
- Players vote for their favorite ORANGE OBJECT CARD by a simple hand-raise. Players MUST VOTE but MAY NOT vote for their own card.
- The majority winner is awarded the BLUE SCENARIO CARD and wins the round.

Ties: A tie means that a runoff must occur. Please vote again considering only the cards that tied for first. All players must vote only once but MAY NOT VOTE FOR THEIR OWN CARD. A second tie is decided by the ROLLER.



• Pitch It ... The Group Decides ... Everyone plays the card that is passed to them.



- All players pick an ORANGE OBJECT CARD from their hand and pass it to the player on their right or left. Players should pass the card they feel will be the most difficult to pitch.

- Players may look at the card they received right away.

- Each player then shows the card they received and "pitches" it to the GROUP.
- Just as in "Group Decides" play, the GROUP chooses the best ORANGE OBJECT CARD for this round. (See explanation at left.) Players MUST VOTE but MAY NOT vote for their own card.



• Pitch It ... The Roller Decides ... Roller does NOT play an ORANGE OBJECT CARD

- All players (except the ROLLER) must play an ORANGE OBJECT CARD from their hand that appeals to the ROLLER.

- Each player then gives a brief verbal "pitch" to the ROLLER.
- The ROLLER then awards the BLUE SCENARIO CARD to the player he/she feels has played the best ORANGE OBJECT CARD.



(No Wild Cards)

• No Pitch ... The Roller Decides ... Roller does NOT play an ORANGE OBJECT CARD

- All players (except the ROLLER) must choose an ORANGE OBJECT CARD from their hand that appeals to the ROLLER.
- Each player hands their ORANGE OBJECT CARD to the ROLLER facedown, so other players cannot see.
- The ROLLER then shuffles the cards and reads them aloud, at random. All players must remain silent and still during the round (no gestures).
- The ROLLER then awards the BLUE SCENARIO CARD to the player he/she feels has played the best ORANGE OBJECT CARD.

Take It to the Next Level! (Optional)

Strategy: Know your audience. Remember that there are no hard and fast rules for why certain ORANGE OBJECT CARDS might be chosen by the ROLLER or GROUP. The chosen "favorite" ORANGE OBJECT CARD is very subjective and is completely up to their whims. Keep in mind that certain cards may work better for "No Pitch" rounds as you strategically play your cards.

Table Talk: Conversation relating to the number of SCENARIO CARDS held by players is strictly prohibited. Other types of table talk, including allowing more of an open forum including rebuttals, may enhance or negatively slow play. Feel free to create your own rules with regard to this type of table talk.

Wild Cards: Some people prefer to play the game WITHOUT the Wild Cards. Feel free to remove the Wild Cards from the deck if you desire.

No Pitch Rounds: If you prefer a more chaotic less strategic game then it is permissible to play all rounds as "PITCH it" rounds. Please note that this can change the strategy of the game. With all rounds as "PITCH it" rounds, players can deliberately vote against a player that they believe is close to winning.

Speed Play: A much faster pace of play is possible when players are forced to choose their ORANGE OBJECT CARD quickly and place it on the table. Larger groups may decide to disqualify the player who chooses his/her ORANGE OBJECT CARD last, from participating in the round.

QUESTIONS & COMMENTS:

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