

## GAME VARIATIONS

### 2 PLAYERS

Same as a 4-player game, but each player gets two colors on one side and has 4 balls each and shoots 2 balls per turn.

### 3 PLAYERS

Same as a 4-player game but one color is removed. Players determine who gets that middle position on the board by playing rock, paper, scissors. The loser gets the middle color.

### 8 PLAYERS *(Four 2-player teams)*

Same as a 4-player game, but each color has 2 players. Each player gets one ball, and shoots one ball each per round.

### RANDOM RE-RACK

Winning player re-racks the cups in a random pattern of their choice. Play the game per standard scoring.

### SPEED ROUND

Players race to bounce balls into their own colors to eliminate them from the board. Remove cups as each shot is taken. The first player to remove all of their cups first wins!

### HIGH STACK

As cups are removed during play, stack them into your other cups still on the board to make them higher and/or even with other cups to negate any ricochet action. Any shots made in the stacked cups removes the entire stack.



## HOW TO PLAY

2-4 PLAYERS | AGES 8+



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## GAME CONTENTS

**25 Cups** (6 blue, 6 green, 6 yellow, 6 red, 1 black)  
**9 PlingPong Balls** (1 extra)  
**4 Game Trays**  
**Game Rules**

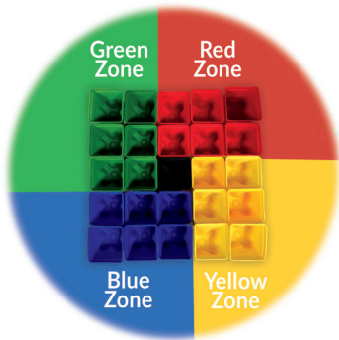


## OBJECTIVE

Bounce balls into the other players' cups to eliminate them from play -- BUT avoid the Black Cup! The last player with cups on the board wins!

## GAME SET UP (for 4 PLAYER STANDARD)

- 1) Set up 4 Game Trays in the grid layout shown below - with sections interlocking on the bottom of each tray:



- 2) Place 6 cups of one color on each grid section.
- 3) Place the Black Cup in the middle (this cup always stays on the board).
- 4) Each player chooses a color and stands behind the corner of their color cups on the board.
- 5) Each player gets 2 balls.

## HOW TO SHOOT

- Players always shoot from their corner of the board – or “zone.” (see picture above)
- Each shot must bounce once from their zone before landing on the board to count.

## GETTING STARTED

- Determine who starts the game by having all players take a shot bouncing one ball into any of their own color cups.
- If more than one player makes it, then those players redo their shots until only one player makes it. That player starts the first round.

## PLAYING A ROUND

- The starting player shoots their first ball, and the other players then follow in order.
- The starting player then shoots their second ball, and the other players follow in order.
- After all 8 balls are thrown, the round is over.
- Score the round by removing or adding cups from play. (see - SCORING)

*\*When players do not have any cups remaining, they do not shoot, BUT they are still in the game. (see - BLACK CUP SCORING)*

- When scoring is over, the player on the left of the starting player begins the next round.

## SCORING

Any cups with an ODD number of balls are removed from the board.

Any cups with an EVEN number of balls remain on the board.

Any cups with NO BALLS remain on the board.

## BLACK CUP SCORING

Players with no cups remaining can get back into the game when a Black Cup is scored.

- If an ODD number of balls are in the Black Cup, then those players who made that shot LOSE one of their lowest cups. The other players then ADD one cup on the lowest available space on their grid.
- If an EVEN number of balls lands in the Black Cup, then the effect of the Black Cup is canceled.
- The black cup always remains on the board.

## STRATEGY

If a shot is made in your own cup or Black Cup, you can cancel that shot by making the second shot in the same cup.

*If any other player makes two in one cup to save themselves, you can be the spoiler by making a 3<sup>rd</sup> ball.*

## WINNING THE GAME!

The last player with cups remaining on the board wins!

