

## Overhead table view



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### STRAIGHT 8

### 2 GAME BOARDS (2 OR 4 PLAYERS)

### 1 GAME BOARD (2 OR 4 PLAYERS)

**OBJECTIVE** Be the first team to shoot a ball into your entire Group (☀️ "Light" or 🌑 "Dark") of cups and then Make the 🏠 "H" cup(s).

**SET-UP** Attach board halves together using magnetic connection. Set board(s) onto playing table or surface (as shown above). Place cups into board slots as shown in diagrams below.



**SHOOTING POSITION** Teams stand on OPPOSITE ends for the entire game; (Teams shoot at their group cups - all 8 on the same board). All players shoot behind the Throw-Line, 6-7' from the 🏠 cup. (Teams shoot at their group cups - 4 on the board).

**SHOOT FOR 1ST** Shoot simultaneously. A Made 🏠 cup or the cup closest to the center 🏠 cup goes 1st. Repeat if tie, with the players on each team alternating.

**LIGHT OR DARK** Groups assigned to teams at start of game (pick a side).

**AUTOMATIC LOSS** Team LOSES if it Makes an 🏠 cup on its 1st turn.

**PENALTY** If an 🏠 cup is Made before the team's entire group of cups have been Made, the opposing team has the option to: (1) add a cup back to the shooter's team or (2) remove one of their own cups. 🏠 cups can't be added or removed.

**SHOOTING ORDER** 2 balls/turn (each player on a team must shoot). Teams alternate turns shooting two balls.

**SHOOTING** A team shoots 2 balls (shoot at 🏠 cup only after entire group is Made);  
 A team's turn continues with another 2 shots if team:  
 (1) Makes a cup from team's group with both balls;  
 A team's turn ends after both shots if team:  
 (1) Misses cups with either shot;  
 A team's turn ends immediately after a shot (even on 1st attempt) if team:  
 (1) Makes 🏠 cup before entire group is Made (opponent selects penalty).

A team shoots 2 balls (shoot at 🏠 cup only after entire group is Made);  
 A team's turn continues with another 2 shots if team:  
 (1) Makes a cup from team's group with both balls;  
 A team's turn ends after both shots if team:  
 (1) Misses cups with either shot, OR  
 (2) Makes opposing team's cup with either shot (cup Made counts);  
 A team's turn ends immediately after a shot (even on 1st attempt) if team:  
 (1) Makes 🏠 cup before entire group is Made (opponent selects penalty).

**DEFENSE** As soon as the ball hits a cup or the table you can block, grab, or swat it.

**END OF GAME** WIN If team:  
 (1) Makes the last cup in group and 🏠 cup on the same turn, OR  
 (2) Makes the 🏠 cup with both shots (after entire group has been made), OR  
 (3) Makes the 🏠 cup (after entire group has been made) and opposing team fails to force overtime with Rebuttal.  
**"Rebuttal"**: The opposing team has a rebuttal right to shoot until you miss (with both balls).  
 If the team Makes all the remaining group cups and the 🏠 cup, the game goes to OVERTIME.

**OVERTIME** 🏠 cups and 1 cup immediately to each side are placed back into game board(s). Teams maintain their groups. Game follows standard rules with any 🏠 cup Penalty enforced with opponent's choice. 1st team to have made the last 🏠 cup goes 1st and game continues until winner is decided with all overtimes following the same rules.

**GENERAL RULES & GAME OPTIONS** Fill cups approximately ¼ (to the first ribbed line) with water, candy, chocolate, or other fun treat of choice; Place board(s) on a table or surface 28"-34" high and 24"-36" in width (the sides of which shall set the "Boundary" for Shooting Position); Players must stand behind "Throw-Lines" set 6'-7' from the 🏠 cups for their shots; Elbow cannot pass the imaginary plane formed by the Throw-Lines; At least one foot must be firmly (completely flat) on the floor in the Boundary (the area bounded by the imaginary lines parallel to the width of the surface); No interfering with an attempt to throw or with any ball after it has been thrown and before it has landed or passed by the far end of the cups; A cup is "Made" or one "Makes" a cup when the ball is thrown and lands in a cup without bouncing out; Remove cup from base after Made (except the last 🏠 cup); If a ball knocks a cup over, it counts; If a ball bounces or hits off of an object (water cup, wall, table, etc.) and lands in a cup, that cup counts; If a player knocks over opponent's cup while playing Defense, that cup counts; If a player knocks over one of its own cups or any 🏠 cup, that cup is replaced. After a cup is Made, option to enjoy cup contents or force opponent to eat or drink cup contents.  
**"FESTIVITY CARDS"**(1): Each player randomly selects 1 Card to place under any Group cup. If cup is Made, opponent must follow directions on Card before next turn.

(1) Sold Separately