

Overhead table view



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8-CUP

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

Players shoot from EITHER end (and can switch during turn); (Teams shoot at their group cups - 4 on each board).

All players shoot behind the Throw-Line, 6-7' from the "H" cup. (Teams shoot at their group cups - 4 on the board).

SHOOT FOR 1ST

Shoot simultaneously. A Made "H" cup or the cup closest to the center "H" cup goes 1st. Repeat if tie, with the players on each team alternating.

LIGHT OR DARK

"Open Board" until a team Makes the 1st cup from either group and gets assigned that group. Teams must Make their group cups on both boards.

"Open Board" until a team Makes the 1st cup from either group and gets assigned that group.

AUTOMATIC LOSS

Team LOSES if it Makes an "H" cup while there is an Open Board.

PENALTY

If an "H" 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. "H" cups can't be added or removed.

SHOOTING ORDER

1 ball/turn (players must alternate team turns).
Teams alternate turns with one player from a team shooting one ball.

SHOOTING

A player shoots 1 ball (shoot at "H" cups only after entire group is Made);

A player's turn continues with another shot if player:
(1) Makes a cup from team's group, OR
(2) Makes any non-"H" cup when there is an Open Board;

A player's turn ends if player:
(1) Misses cups, OR
(2) Makes opposing team's cup (cup made counts), OR
(3) Makes an "H" 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 player:
(1) Makes both "H" cups on the same turn (after entire group has been made), OR
(2) Makes last "H" cup on successive shots (after entire group has been made), OR
(3) Makes last "H" cup (after entire group has been made) and opposing team fails to force overtime with Rebuttal.

"Rebuttal": The opposing team's next scheduled player has a rebuttal right to shoot until you miss. If the player Makes all the remaining group cups and the last "H" cup, the game goes to OVERTIME.

WIN If player:
(1) Makes the last cup in group and "H" cup on the same turn, OR
(2) Makes the "H" cup on successive shots (after entire group has been made), OR
(3) Makes the "H" cup (after entire group has been made) and opposing team fails to force overtime with Rebuttal.

"Rebuttal": The opposing team's next scheduled player has a rebuttal right to shoot until you miss. If the player Makes all the remaining group cups and the "H" cup, the game goes to OVERTIME.

OVERTIME

"H" 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 "H" cup Penalty enforced with opponent's choice.
1st team to have made the last "H" 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 "H" 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 "H" 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 "H" 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