



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. 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).

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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