



PONGGO

2 GAME BOARDS (2-16 PLAYERS)

1 GAME BOARD (2-8 PLAYERS)

OBJECTIVE

Be the 1st team to Score 21+ points.

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. Fill cups approximately ¼ (to the first ribbed line) with water.



SHOOTING POSITION

Team members stand on **OPPOSITE** ends for the entire game; Each player stands next to an opponent.

All players shoot behind Throw-Line, set 6-7' from **H** cup; Each player stands next to an opponent.

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

Groups (☀️ "Light" or 🌑 "Dark") assigned to teams at start of game (pick a side). Each team shoots 4 balls per round, using its **Team Balls** (☀️ "Light" or 🌑 "Dark").

SHOOTING ROUND

8 balls/Shooting Round;
4 balls/team;
Teams alternate shooting 1 ball until all 8 balls are thrown.
Players must alternate team rounds.

SCORING

1 player from each team alternates shooting 1 ball at a time (from the same end), until all 8 balls are thrown (4 per team). Points within a Shooting Round are earned as follows:

- 3 points for every Team Ball Made in the **H** "H" cup;
- 2 points for every Team Ball Made in its group of cups;
- 1 point for every Team Ball Made in opponent's group of cups.

The **"Score"** is the cumulative tally of NET points from each Shooting Round. After each Shooting Round, the difference in total points earned that round are added to the team with more earned points (no points are earned for tied rounds).

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:
finishes a Shooting Round that results in its Score reaching or surpassing 21
AND
has a Score that is 2 points or greater than opponent's Score.

OVERTIME

"2 or More": A team must win by 2 or more points. If a team reaches 21 points without a 2 point or greater margin, the game continues into Overtime. **Overtime**: Shooting Rounds continue until one team earns enough points at the conclusion of a round to win by 2 or more points.

GENERAL RULES

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; 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 a cup while playing Defense, that cup counts.