



The Golden Island Game Rules

Please read the rules entirely before playing.

Players

This game can be played with two teams of one or two people.
That's 2-4 players total ;)

Contents

2 Play Mats
2 Gold Cups
6 Red Cups
6 Blue Cups
4 Green Cups
4 Pink Cups
2 Ping Pong Balls

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@GOLDENISLANDPONG

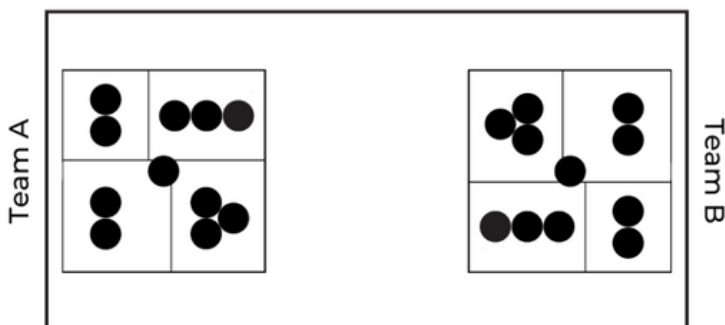
Object of the Game

To throw the ping pong balls into your opponent's cups and score as many points in each turn as you can. Points are earned when a player makes the ball in a cup within the same area that player called. The first team to score 21 points and then make the ball in The Golden Island (the golden cup) is the winner.

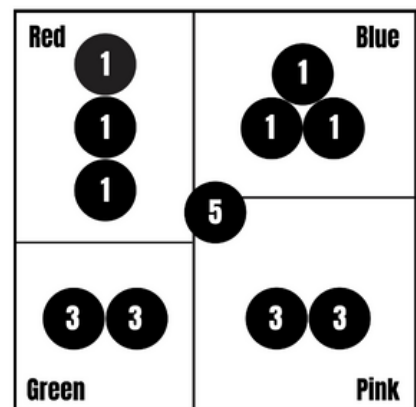
Setup

- Place a play mat on each end of a table. Each mat should be facing the team on that end of the table (see game setup diagram below)
- Place the colored cups on the matching colored circles in each area of the play mat.
- Fill each cup about halfway with water.
- If you're over thirty, stretch a little bit. We know it's been a while.
- Good. Now you're ready to play.

Game Setup Diagram



Points Diagram



Please Note:

The rules of this game do not require the consumption of alcohol. If you choose to consume alcohol during gameplay, please drink responsibly.
Boeschenweber Games does not condone excessive drinking.

Playing the Game

- Each team takes turns shooting two balls into their opponent's cups.
- This is important. Each shot **must be called** by the player before the ball is released from their hand. Players call a shot by saying the **area** or **color** of the cups they are aiming for: Pirate's Plank (red), Beermuda Triangle (blue), Lucky Landing (green), Pink Paradise (pink), or The Golden Island* (gold).
- At this point, there are three things that can happen:
 1. **The ball lands into a cup the player called:** This is how points are scored. When a player makes the ball into a cup in the area they called, their team receives the amount of points for that area (refer to the points diagram). *For example, if a player says "Lucky Landing" before shooting and makes the ball into a green cup, that player's team receives 3 points.*
 2. **The ball doesn't make it into any cup:** This is a clean miss. No points are affected and that player's turn is over. If this happens to you, don't blame the wind.
 3. **The ball makes it into a cup you did not call:** Here's where it gets interesting. When a player makes the ball into a cup that is *outside of the area* they called, that amount of points will be deducted from their team's score** (please refer to the points diagram). *For example, if a player says "Beermuda Triangle/Blue" before shooting and makes it into a cup in Pink Paradise, that player's team loses 3 points.*
- If a team makes both balls into the cups they called, they get another turn (balls back!). If not, it's the other team's turn. Realign your cups (if needed) after each turn as a courtesy to the other team.
- The game continues like this until one team gets to 21 points or higher.

Winning the Game

- Once a team makes it to 21 points or higher, they **must** make a ball into The Golden Island cup to win. The game continues until The Golden Island cup is made.
- **Rebuttal:** Once a team makes the winning shot into The Golden Island, the other team is given one more turn, offering them a chance to come back by scoring 21 or more points *and* making The Golden Island cup. During this turn, each ball continues to be returned and shot again until it is missed.
- **Overtime:** If the rebuttal is successful, the game goes to overtime. The first team to score 5 or more points **and** make The Golden Island cup wins the game in overtime. The same gameplay rules apply. The team that was not attempting the rebuttal shoots first. Overtime repeats until there is a winner.

* The Golden Island cup can only be called and made once per team *during* regular gameplay (*not* including the final shot to end the game). If it's made again, 5 points are deducted and it remains out of play.

** A team's score can never go below 0.

Frequently Asked Questions

Q: What team shoots first to begin the game?

A: We recommend taking turns shooting for The Golden Island cup - the first team that makes it goes first. You can also simply flip a coin, play rock-paper-scissors, or anything else you want... just don't strain anything.

Q: What if I shoot a ball and it bounces back into one of *my own* cups?

A: The turn is over and no points are added or deducted.

Q: What if a ball bounces off another cup, the table, or the wall and lands in one of my opponent's cups?

A: Standard rules apply. The ball is in play until it has stopped. So whether the shot hits the ceiling fan, a palm tree, your friend's hard seltzer, or your in-law's sweater, it is considered in play until it stops.

Q: Can I defend my cups?

A: You are only permitted to defend your cups once the ball has touched another object (a cup, the table, your sister's Goldendoodle... you get the idea).

Q: What if I forget to call my shot and I make the ball into a cup?

A: Since you made the ball in a cup you didn't call, the point value of that cup would be deducted from your score.

Q: Oh no! I knocked over my cups. What happens now!?

A: If you knock over any of your own cups, the total points value of those cups will be deducted from your score. Also, maybe slow down a little. It's a long night.