



21 Exact

A game designed to be skill-based, strategic and competitive.

Time to Play	Complexity		
	Low	Med	High
Quick (5 to 20 min)			
Average (20 to 35 min)	X		
Long (35+ min)			

Objective

The goal of 21 Exact is to be the first player or team to score 21 points exactly in order to win the game.

Players

2 players; 4 or more players on two teams

Components

- 8 – Blue Cups
- 8 – Red Cups
- 8 – Green Cups
- 8 – Yellow Cups
- 2 – Silver Cups
- 8 – Multi-colored Dice

Throw Rule

Cups are at the back edge of the table. As a result, players can throw from the opposite edge of the table (body touching the edge when throwing).

Filling the Cups

We recommend using the cups just to shoot at and

NOT to drink from. Also, we recommend filling the cups with water about 1/3 of the way full.

Please use your own personal drinkware so as to avoid the exposure to any transmittable viruses that sharing cups could potentially introduce (such as COVID-19 or the common cold).

Definitions

Turn - When each player or each player on a team has had an opportunity to have one throw. Note: A turn may be more than one throw; but, only in games where a custom die may be involved.

Round - When each player or team has completed their turns.

Team – Consists of two or more players.

Set-up

Each player or team will take their silver, blue, red, green and yellow cups and set them up to match the layout in Diagram 1.1 and Diagram 1.2. Note: The back row of cups needs to be within a couple of inches from the back edge of the table. Each player's silver cup would be placed in the middle between the red and yellow cups (see Diagrams 1.1 and 1.2).

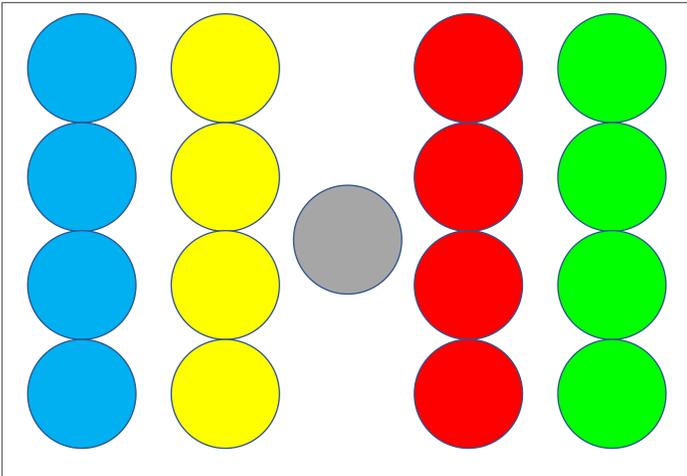


Diagram 1.1

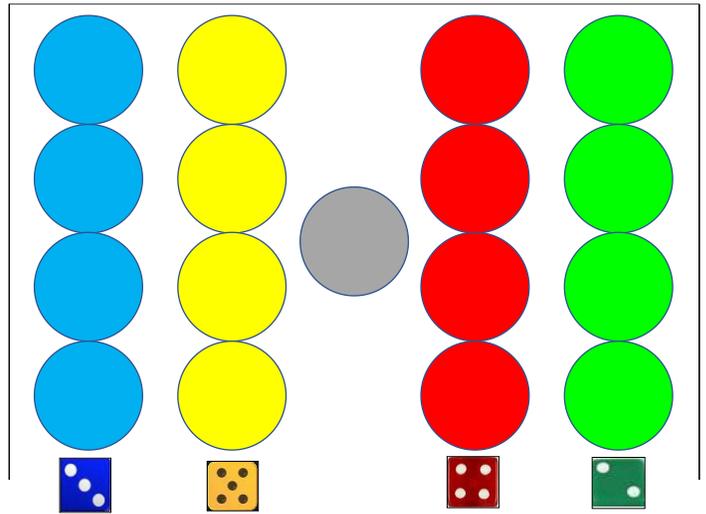


Diagram 1.3

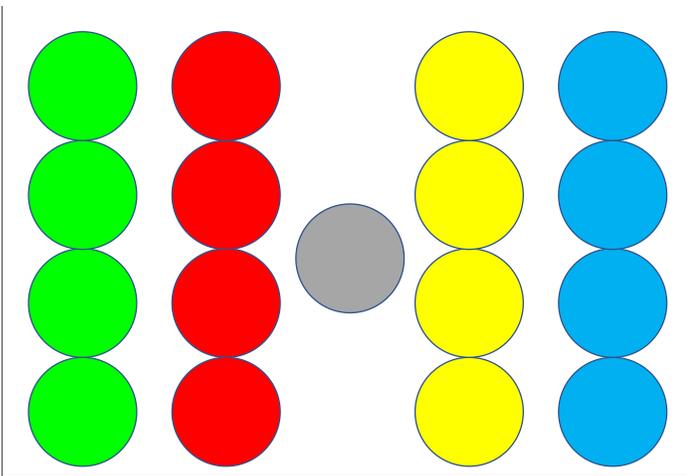


Diagram 1.2

Player B rolls 6, 4, 3 and a 1. The dice are placed in front of the matching color cups (see Diagram 1.4).

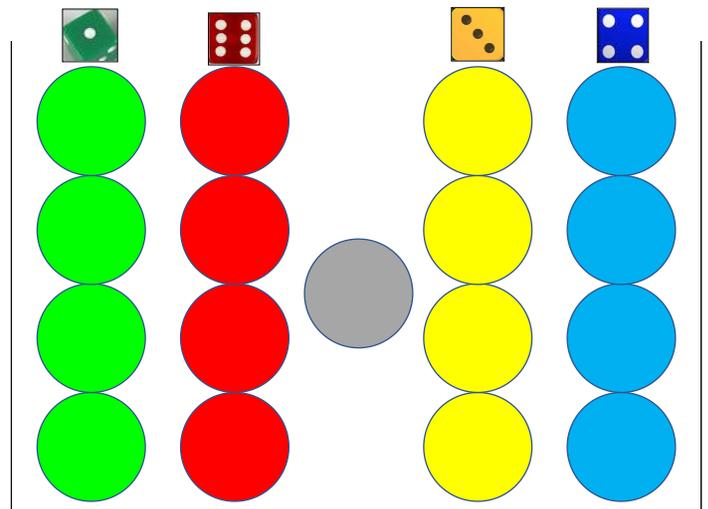


Diagram 1.4

After the cups are set-up and the dice have been rolled, the set-up is complete.

Once the cups have been set-up, each player or team will take a set of the four-color dice and roll them. The roll will be complete when each of the four dice has a different number showing (i.e., 6,5,4,2 or 6,4,3,1 or 5,4,2,1 or 6,4,3,2 or 4,3,2,1 or any combo). If a number is showing more than one time, re-roll all of the dice until there is a set of 4 different numbers.

Once each player / team has a set of four different numbers, the matching die will be placed in front of each row of the matching color cups. For example, Player A rolls 5, 4, 3 and a 2. The dice are placed in front of the matching row of color cups (see Diagram 1.3).

Winning the Game

Each color cup is worth the number of points showing on the matching color die. The first team to reach 21 points EXACTLY wins the game.

Starting The Game

Flip a coin to see who starts or you can roll one of the mini dice to determine who starts (higher number rolled).

The player or team winning the coin toss starts the game. Each player gets one turn to throw a ping pong ball into one of the blue, yellow, red or green cups (but not the silver cup). Chose wisely as you will need certain combinations of color cups (based on their value) to win the game. Note: Do not make the silver cup unless the **Silver Cup Rule** applies.

For example, player or team A would need to make 3 yellow cups (5pts x 3 cups = 15pts), 1 red cup (4pts x 1 cup = 4pts) and 1 green cup (2pts x 1 cup = 2pts). This would be 15pts + 4pts + 2pts for a total of 21 points.

As each cup is made it will be removed from the table for that player or team. Note: the silver cup is NOT removed during the game. The color cups will be used to keep score as they are removed.

After both sides have completed their turn, the first round is over.

The Second Round and Beyond

The player or team order from round one is maintained for the second round and beyond.

The play continues until a player or team reaches 21 points exactly.

If a cup is made and the point value of the cup brings the total to greater than 21 points, the cup remains and no points are added. So long as the point value of a made cup keeps the total to 21 points or less, the cup is removed and the point value of the cup counts towards reaching 21 points.

Note: If four cups of one color are made during the course of a game, no more points can be generated from that color cup (as no cups will be able to be made since none of those color cups will remain).

If a scenario were to occur in a game where no matter what individual or combination of color cups are made, 21 points cannot be reached EXACTLY when added to the already existing point total for a player or team, the **Silver Cup Rule** will apply (refer to **The Silver Cup Rule** for details).

Silver Cup Rule

When a player or team is unable to reach 21 points by making any one of their four-color cups, the silver cup comes into play.

If another color cup can be made and still bring the point total to EXACTLY 21 or even less than 21 points, a player or team must continue to make their color cups until 21 points cannot be reached by making only 1 cup.

For example, a player or team have 4 color cups each worth 3, 4, 5 or 6 points, and the total points scored so far is 19 points, the lowest point value cup is 3 and when added to 19 points will bring the total to 22 points. So, there is no path to reaching 21 points EXACTLY. This is the scenario where the Silver Cup Rule comes into play.

The silver cup is worth 1 point and can be made as many times as necessary to reach 21 points. Each time the silver cup is made, take one of any unused color cups and turn it upside down. Keep adding to the upside-down cups as a silver cup is made.

So, using the previous example of being at 19 points with no path to 21 points, the player or team will need to make the silver cup twice (1 point each time) to reach 21 points.

Once 21 points is reached using the silver cup, the game ends and the player or team wins.

If a player or team accidentally makes a silver cup when the Silver Cup Rule is not in effect, nothing happens (no points are added).

Alternate Rules

For any War Pong game, players are always welcome to create variations in game play.

There are two rules for variations in Game Play:

1. The changes have to be communicated before the game starts.
2. Both players or teams must agree in advance to the changes in game play.

Credits

The following people made this game possible.

Game Concept: Scott Smith

Game Testing: Scott Smith
Greg Lauckner

Legal

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