



All or Nothing

A game designed to be skill-based, challenging with a bit of luck.

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

Objective

The goal of All or Nothing is to outshoot your opponent and collect the majority of dice as trophy's.

Players

2 players; 4 or more players alternating on two teams.

Components

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

Throw Rule

Cups are at or near 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 3 of each of the four different colored cups as well as 1 silver cup.

The players or teams will set-up their cups to match each of Diagram 1.1 and Diagram 1.2 depending on what side of the table he or she is on.

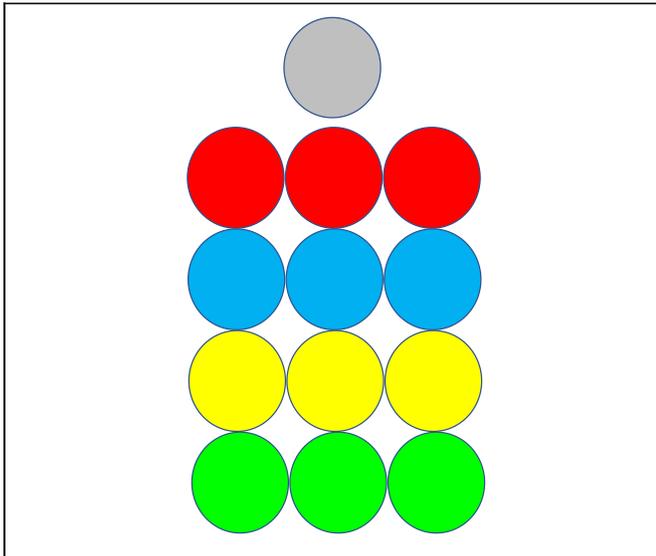


Diagram 1.1

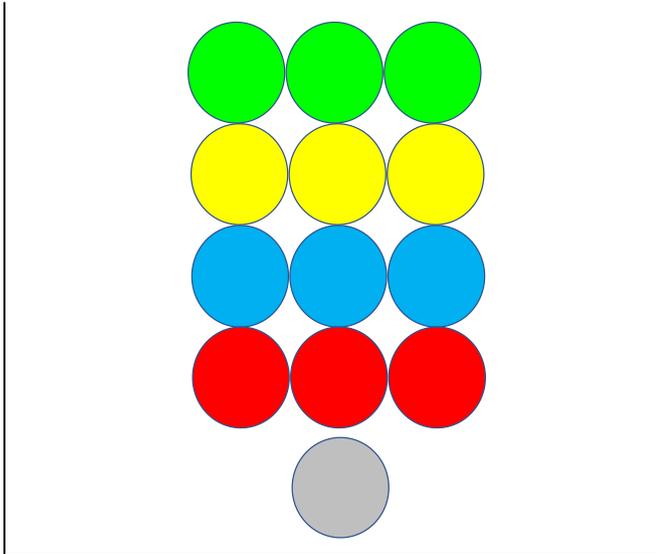


Diagram 1.2

Once both players have finished setting up their cups to match Diagram 1.1 and 1.2, each player or team will get a set of 4 of the multi-colored dice (one of each color).

Once this is done, the game set-up is complete.

Winning the Game

The game ends when one team wins three sets of trophy dice. If both players or teams end up with two sets of trophy dice each – a 2 vs. 2 tie, then the outcome of the game is decided using the WAR rules (refer to **The WAR Rules** section).

Starting The Game

Each player can roll one of the mini dice to determine who starts (higher number rolled starts).

The player rolling the high number starts the game.

Green Cup Round

Since the first row is made up of the green cups, both players will meet at the middle of the table and each will roll their green die.

The player rolling the higher roll based on their green die will start the turn and get two shots (or if a team each player gets one shot).

*Note: If the two players both roll the same number, then the War Rules will apply (refer to **The War Rules** section for more details).*

A cup is removed for each made shot. If two cups are made with the two shots, the player or team wins the green cup round and keeps both of the green “trophy” dice by placing them at their end of the table.

If the player or team does not make two green cups, then the opposing player or team will get two shots to make two cups while removing any made green cups for that round.

Play will continue in the order of the higher die until a player or team has made two green cups and then the green cup round ends.

When this occurs, the winning player or team wins the green cup round and keeps both of the green “trophy” dice by placing them at their end of the table.

After a player or team wins the green cup round, both players move onto the yellow cup round.

Yellow Cup Round

So, both players will meet at the middle of the table again and each will roll their yellow die.

The player rolling the higher roll based on their yellow die will start the turn and get two shots (or if a team each player gets one shot).

*Note: If the two players both roll the same number, then the War Rules will apply (refer to **The War Rules** section for more details).*

A cup is removed for each made shot. If two cups are made with the two shots, the player or team wins the yellow cup round and keeps both of the yellow “trophy” dice by placing them at their end of the table.

If the player or team does not make two yellow cups, then the opposing player or team will get two shots to make two cups while removing any made yellow cups for that round.

Play will continue in the order of the higher die until a player or team has made two yellow cups and then the yellow cup round ends.

When this occurs, the winning player or team wins the yellow cup round and keeps both of the yellow “trophy” dice by placing them at their end of the table.

After a player or team wins the yellow cup round, both players move onto the blue cup round.

Blue Cup Round

So, both players will meet at the middle of the table again and each will roll their blue die.

The player rolling the higher roll based on their blue die will start the turn and get two shots (or if a team each player gets one shot).

*Note: If the two players both roll the same number, then the War Rules will apply (refer to **The War Rules** section for more details).*

A cup is removed for each made shot. If two cups are made with the two shots, the player or team wins the blue cup round and keeps both of the blue “trophy” dice by placing them at their end of the table.

If the player or team does not make two blue cups, then the opposing player or team will get two shots to make two cups while removing any made blue cups for that round.

Play will continue in the order of the higher die until a player or team has made two blue cups and then the blue cup round ends.

When this occurs, the winning player or team wins the blue cup round and keeps both of the blue “trophy” dice by placing them at their end of the table.

At the end of the Blue Cup Round, if a player or team has won all 3 sets of “trophy” dice, the game ends as the player or team has already won a majority of the dice. If not, play moves onto the Red Cup Round.

Red Cup Round

So, both players will meet at the middle of the table and will each roll their red die.

The player rolling the higher roll based on their red die will start the turn and get two shots (or if a team each player gets one shot).

*Note: If the two players both roll the same number, then the War Rules will apply (refer to **The War Rules** section for more details).*

A cup is removed for each made shot. If two cups are made with the two shots, the player or team wins the red cup round and keeps both of the red “trophy” dice by placing them at their end of the table.

If the player or team does not make two red cups, then the opposing player or team will get two shots to make two cups while removing any made red cups for that round.

Play will continue in the order of the higher die until a player or team has made two red cups and then the red cup round ends.

When this occurs, the winning player or team wins the red cup round and keeps both of the red “trophy” dice by placing them at their end of the table.

At the end of the Red Cup Round, if a player or team has won 3 out of 4 sets of the “trophy” dice, the game ends as the player or team has already won a majority of the dice. If not, the players end the four cup

challenges in a 2 to 2 tie. When this situation occurs, both players will move onto the silver cup to determine the winner (**The War Rules** will apply when there is a 2 vs. 2 tie).

The War Rules

Flip a coin or play Rochambeau (Rock, Paper, Scissors) to determine which team shoots first.

Since any one of the Cup Rounds or the final Red Cup Round has ended in a tie, players will use the silver cup to determine who wins the trophy dice for that round (instead of making the corresponding color cups) or to determine who will win the game (when tied 2 vs. 2).

Each player or team will take turns shooting at the silver cup with shots alternating at 1 player at a time.

The player or team who successfully sinks a shot in their silver cup, while their opponent misses, wins the WAR and collects both of the colored dice as a trophy (see War example) or wins the game outright.

WAR Example:

1. If Player A makes a shot and opposing Player B makes a shot the turn ends in a tie and both players shoot at the silver cup again.
2. If Player A misses a shot and opposing Player B misses a shot the turn ends in a tie and both players shoot at the silver cup again.
3. If Player A makes a shot and opposing Player B misses a shot then Player A wins.
4. If Player A misses a shot and opposing Player B makes a shot then Player B wins.

Note: The War will continue until a player wins by making the silver cup outright.

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: Greg Lauckner

Game Testing: Scott Smith
Greg Lauckner

Legal

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