



Dodge Ball Wars

A game designed to be competitive and test your reflexes.

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 Dodge Ball Wars is to eliminate all of your opponent's cups before your opponent eliminates your cups.

Players

2 players; 4 or more players on two teams

Components

- 10 – Blue Cups
- 10 – Red Cups
- 1 – Custom Die (1x, 2x, 3x ...)
- 1 – Custom Die (Lose Turn, Extra Shot, ...)

Throw Rule

Cups are 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 2/3 of the way full. Note: This only applies to Dodge Ball Wars.

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 10 blue or red cups and set 8 of them up to in any order or pattern that they choose (see Diagram 1.1 and Diagram 1.2 for examples). The other two cups are placed on the right side of the middle of the table (out of play) similar to the box area in the diagrams.

Note: At least one of the cups should be within a couple of inches from the back edge of the table.

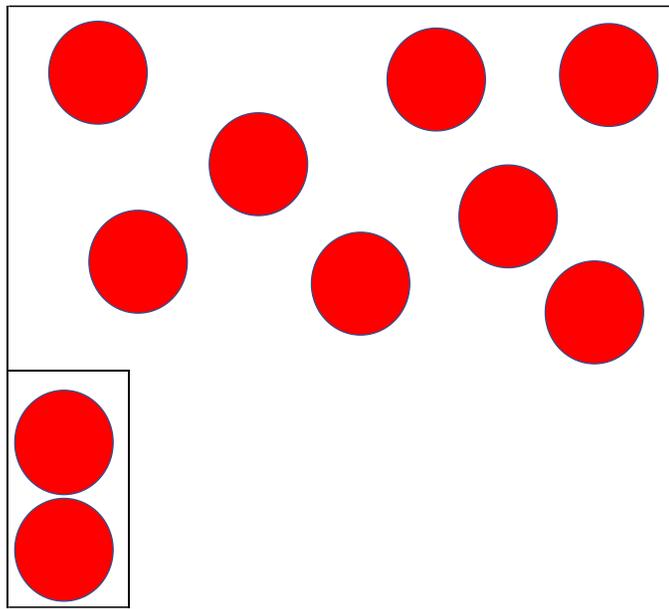


Diagram 1.1

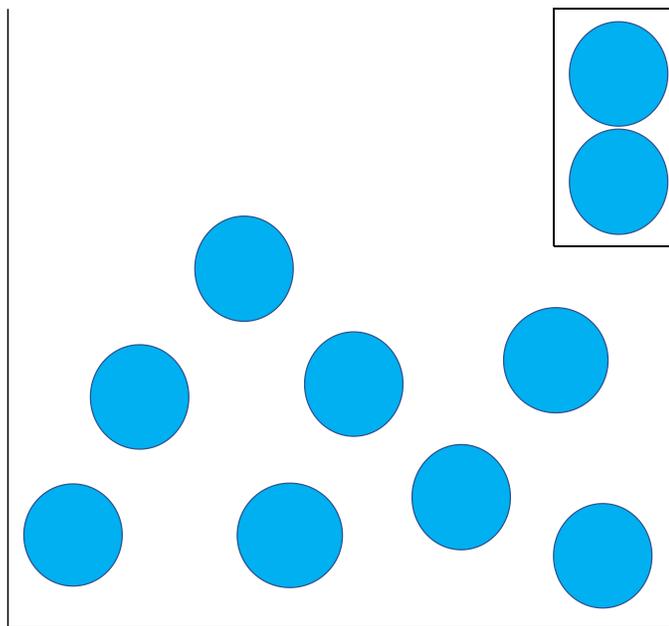


Diagram 1.2

Place both of the custom dice in the center of the table.

Once both players have completed their cup placement and the custom dice have been placed at the center of the table, set-up has been completed.

Winning The Game

Once a player or team has eliminated all of their opponent's cups, the player or team 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 winning player or team starts the game. Each player gets one turn to throw a ping pong ball at one of the blue or red cups.

Note: Only for the game of Dodge Ball Wars, do we recommend that the speed of throws be much higher than traditional beer pong would be played.

In order to eliminate the cup, the player throwing the ping pong ball must hit the rim of the cup (to just slightly below the rim – for example an 1/8 to 1/4 inch below the rim) or make contact with the inside of the cup without the ping pong ball staying in the cup (bounces out of the cup). Just like in Dodge Ball the player (the cup) is eliminated. There is one exception to this (refer to the **Catching the Ping Pong Ball Rule** for more details).

If the player (accidentally) makes the ping pong ball in the cup, one of the cups on the sidelines or a previously made cup is added back into the field of play (as the “ball was caught” by the cup). The opposing player or team can place the cup anywhere they chose so long as its on their side of the table.

If a player or team disputes that a throw hit the rim of the cup or just beneath the rim (“a legally made cup”) and both players or teams can not reach an agreement as to whether or not it was a “legal shot”, both of the custom dice (at the center of the table) will be rolled (refer to the **Dice Roll Dispute Rule** section for more details).

After the first player or team has completed their throws for their turn, the opposing player or team gets their turn. Once both sides are done, the first round has been completed.

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 has made all of their blue or red cups. Once one side or the other has eliminated all of their cups, the player or team eliminating their last remaining cup wins the game. There are no rebuttals.

Catching the Ping Pong Ball Rule

Whenever the shooting player or team throws the ping pong ball and it hits the rim or slightly below the rim of the cup (a legal shot), the defending player or team has an opportunity to catch the ping pong ball before it makes contact with anything else (while in flight).

If a player or team successfully catches a “legal shot” after it bounces off of the rim of the cup without the ping pong ball making contact with anything other than the opposing player, the cup will remain instead of being removed (just like in Dodge Ball).

Dice Roll Dispute Rule

Note: When a player’s shot hits the inside of a cup and bounces out, it is always a legal shot and can NOT be disputed. Only a hit on the outer edge to the first 1/8 of an inch can be disputed.

When there is a dispute as to whether or not a “legal shot” was made in order for a cup to be removed, both of the custom dice are rolled together by the shooting player or team.

If one or more of the dice shows a War Pong, the challenging player or team wins the dispute and the cup remains.

If neither die reveals a War Pong, then the throwing player or team wins the dispute and the cup is removed.

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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