



Last Player Standing

A game designed to be 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 Last Player Standing is to be the last player remaining in order to win the game.

Players

There needs to be 4 players total and each player will play as an individual.

Components

- 4 – Blue Cups
- 4 – Red Cups
- 4 – Green Cups
- 4 – Yellow Cups
- 2 – Silver Cups
- 8 – Multi-colored Mini Poker Chips

Throw Rule

Cups are in the middle of the table. As a result, players must throw so that when they release the ping pong ball, their hand is the only part of their body that crosses the back edge of the table from where they are 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 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 has completed a turn.

Team – No Teams.

Set-up

Take the blue, red, green and yellow cups and set them up to match the layout in Diagram 1.2. These cups must be set-up at the center of the table so that the mid-point of the cups aligns with the mid-point of the table.

For the two silver cups, they should be set-up on opposite ends of the table matching Diagram 1.1 and 1.3. The silver cups need to be within a couple of inches of the back edge of the table.

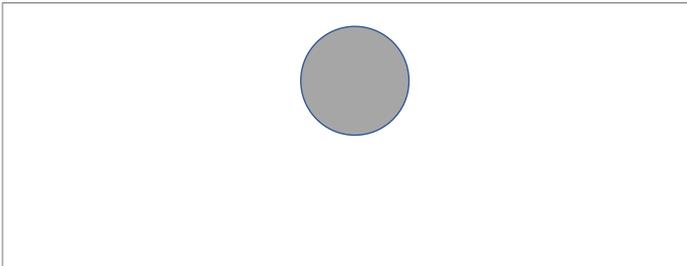


Diagram 1.1

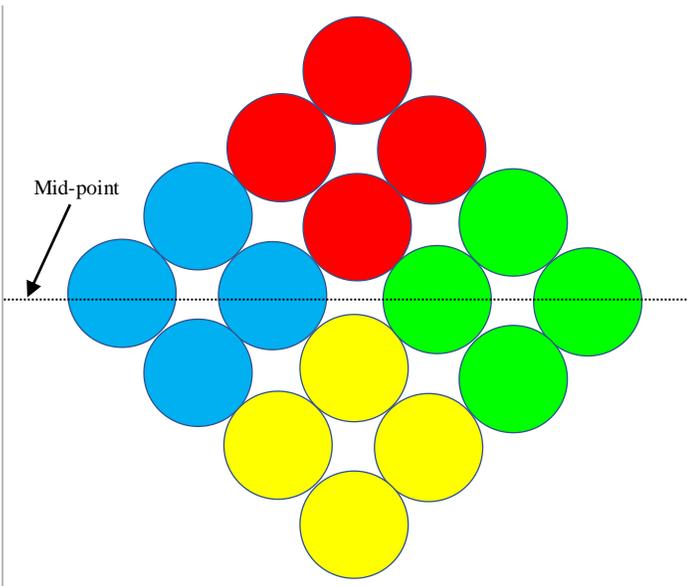


Diagram 1.2

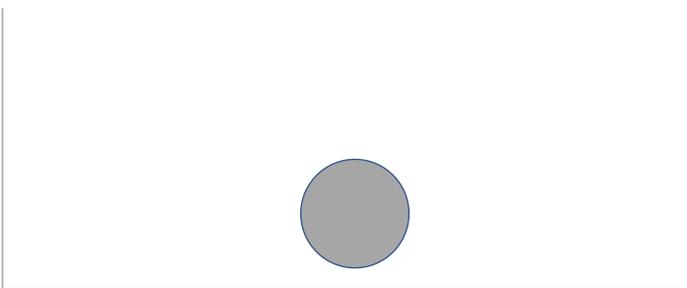


Diagram 1.3

Once the cups have been set-up, take the 8 multi-colored bingo chips – two of each color and grab two extra cups (color doesn't matter).

In one cup place two of one color and two of another color into the cup (there will be a total of four mini-poker chips in the cup). In the other cup, place the remaining four mini-poker chips into it (there should

be two of each color remaining). Shake each cup so the chips are mixed up.

Each of the four players will take only one mini-poker chip from each of the two cups and will have two different colors once done. Players can place their chips in another cup so as not to disclose to the other players what their two colors are.

After the cups are set-up and each player has his or her two mini-poker chips set-up is complete.

Winning the Game

Each player shoots at the color cups that are not the two colors they drew from the cups during the set-up. When the game is down to only two players, those two players will have the “last man standing” battle where the first player to make the silver cup outright wins.

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. Play continues clock-wise from the player who starts the game. Each player gets one turn to throw a ping pong ball into any one of the blue, yellow, red or green cups (but not the silver cup).

Each player will need make the color cups that do NOT match the mini-poker chips he or she drew during the set-up. Any made cup is always removed regardless.

After each player has completed their turn, the first round is over.

The Second Round and Beyond

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

The play continues until all four cups of one color have been eliminated (for example, green cups are eliminated). Once this occurs, the two players that have the corresponding color chips (to the color that was eliminated – example green) will place their matching color chip on the table. See Diagram 1.4.

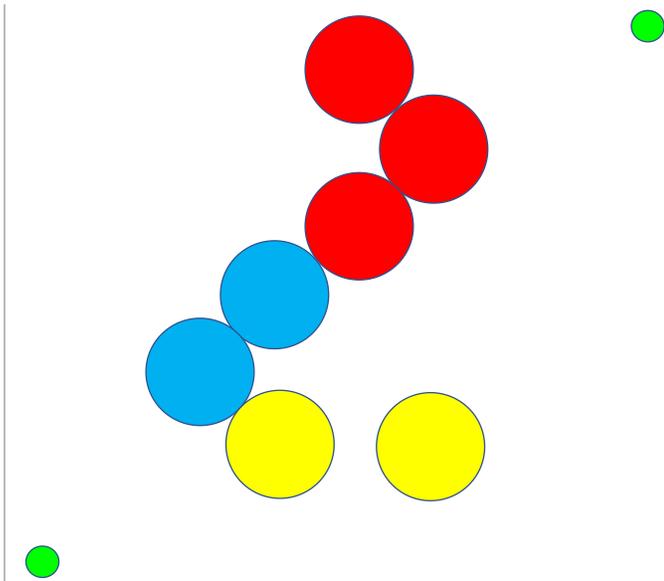


Diagram 1.4

For these two players, they will only have one color chip left.

Play will continue until the second set of all four colored cups have been eliminated (for example yellow cups are eliminated). Once this occurs, the two players that have the corresponding color chips (to the color that was eliminated – example yellow) will place their matching color chip on the table. See Diagram 1.5.

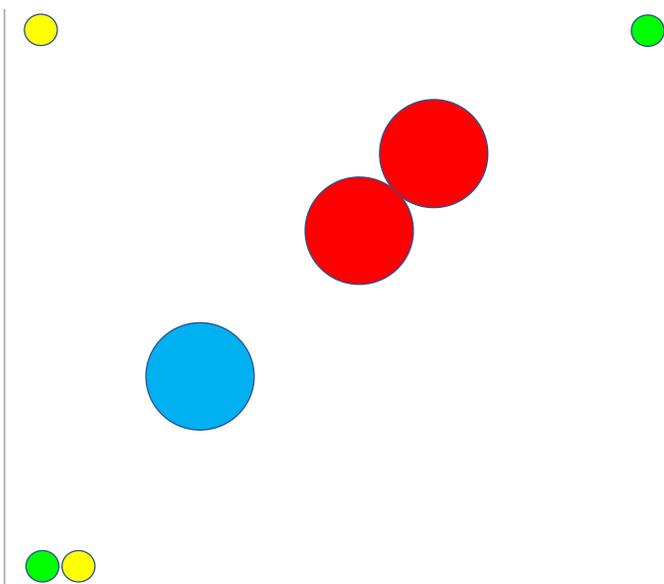


Diagram 1.5

In the event a player loses their second chip as a result, he or she is eliminated from the game. In the

event only two players remain after the second set of color cups is eliminated, the **Silver Cup Showdown** comes into play.

If not, three or four players will remain and play will continue until the third set of color cups is eliminated. Once this occurs, the two players that have the corresponding color chip (to the color that was eliminated) will place the matching color chip on the table. Once the third set of color cups is eliminated, for sure, there will only be two players remaining. Note: It doesn't matter if they are both on the same side of the table.

Once only two players remain after the third set of color cups is eliminated, the **Silver Cup Showdown** comes into play.

Silver Cup Showdown

Now that there are only two players remaining, the Silver Cup Showdown will take place to determine the Last Player Standing and the winner of the game.

If the remaining players are on the opposite sides of the table, players are ready to go.

If the remaining players are on the same side of the table, roll a mini die and the high roll determines what side of the table the winner of the die roll wants to throw from. The other player will move to the opposite side of the table.

Players will take turns throwing at the Silver Cup. Once the silver cup is made without the opponent making their silver cup, play ends and the winner is declared. Player throwing order is important and determines a turn. If player A starts a turn and makes the silver cup, Player B will have a turn to make the silver cup as well. If both make their silver cups, play will continue until one player makes their silver cup and the other player misses for their turn.

If player A starts a turn and misses and Player B shoots and makes their silver cup, Player B wins the game as both players had their turn.

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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