



Lockblock Beer Pong

A game designed to be more about fun and less about competition.

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 Lockblock Beer Pong is to be the first player or team to eliminate all 10 of their cups.

Players

2 players; 4 or more players on two teams

Components

- 7 – Blue Cups
- 7 – Red Cups
- 4 – Yellow Cups
- 2 – Silver Cups
- 1 – Custom Die (Lose Turn, Extra Shot, ...)

Throw Rule

Cups are at the back edge of 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 red or blue cups along with the yellow and silver 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.

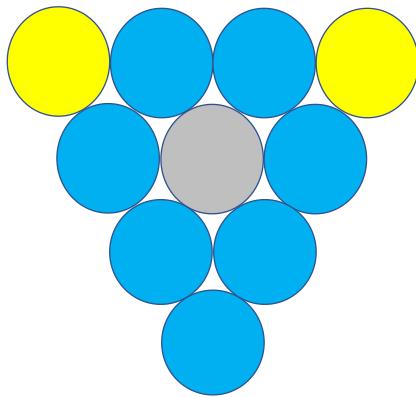


Diagram 1.1

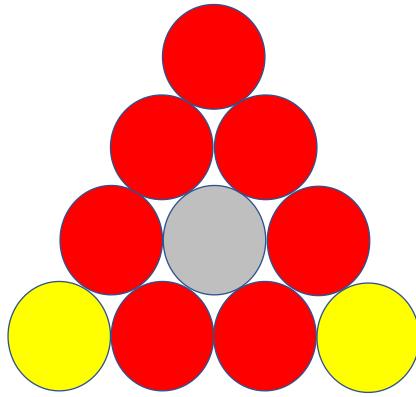


Diagram 1.2

Winning The Game

The first player or team to remove all 10 of their cups before the other team does 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 into one of their blue or red cups, depending on what side the player or team is on, along with the yellow and silver cups

Player rolls the Custom Die (Lose Turn, Extra Shot, ...) at the start of their turn. See Custom Die Rules for details.

After rolling the custom die, no other cups can be made and removed until the silver cup is made. Once the silver cup is made any other cup can be made.

The yellow cups allow the player to call for an immediate re-rack (it is optional). With Add Cup, if a yellow cup is added back, player can call for a re-rack as soon as he or she makes a shot into the yellow cup. Yellow cups are always added to the corners when added back.

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 has eliminated all 10 of their cups. If the silver cup is added back (should only occur when it's the only remaining cup to add back), no cups can be made and removed until the silver cup is made again. Silver cup is always placed in the center of the rack when adding back.

Custom Die Rules

Note: The custom die is used at the start of each player's turn.

Add Cup Player must add a cup back. Player can choose any cup to add back. If there is a full rack of 10 cups, nothing happens when Add Cup is rolled. Player will still make throws when Add Cup is thrown.

Remove Cup Player can remove any cup. This includes removing the silver cup or winning the game by removing the last remaining cup. Player will still make throws when Remove Cup is thrown unless they win the game after removing a cup.

Lose Turn Player does not get any throws for only the turn in which Lose Turn is rolled.

Extra Shot Player or team gets one extra shot for their turn only.

Call Shot Player has to call their shot. If they

	miss their turn ends. If they make the called cup, they can shoot again.
	Player continues to name cups and make them in order to continue shooting. If cup is not called, turn ends after making or missing a cup.
War Pong	If a player makes a cup, player can also remove any 1 cup touching the made cup as well. If a team, only the first player that makes a cup will this rule apply.

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

Lockblock Beer Pong is ©2022 War Pong, LLC. All rights reserved.

Find Out More

For more information about this game or any of our other great games, check out our website at:

[www.warpong.com/game directions](http://www.warpong.com/game_directions)