



# Make It Count

A game designed to be skill-based and competitive.

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

## Objective

The goal of Make It Count is to score more points than your opponent. Make all of your blue and silver cups and the game ends with the highest scoring player or team winning the game.

## Players

2 players; 4 or more players on two teams

## Components

- 10 – Blue Cups
- 4 – Red Cups
- 4 – Yellow Cups
- 4 – Green Cups
- 2 – Silver Cups
- 1 – Custom Die (1x, 2x, 3x ...)

## 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 side will use 5 blue cups, 1 grey cup, 2 red cups, 2 yellow cups and 2 green cups. Each side will take these 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. Place the Custom die (1x, 2x, 3x ...) in the center of the table.

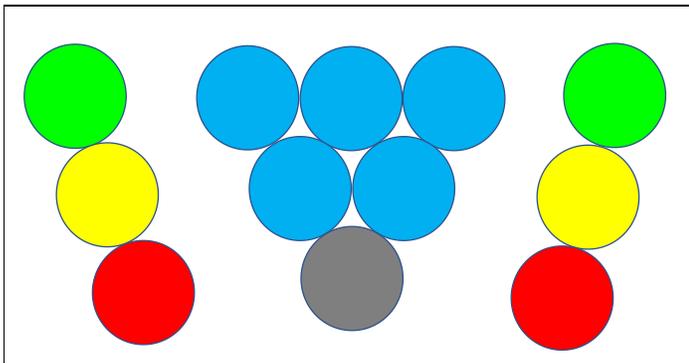


Diagram 1.1

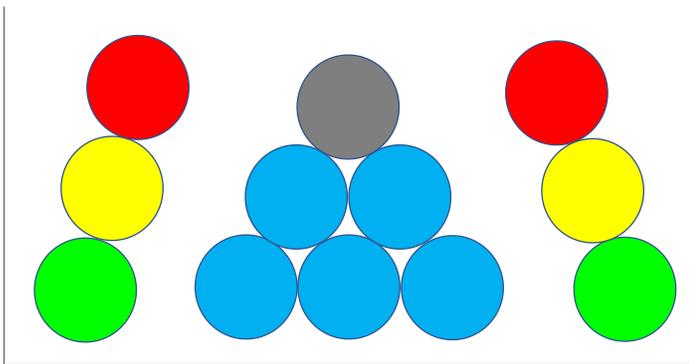


Diagram 1.2

## Winning The Game

Once a player or team has made all of their blue and silver cups, both players or teams add up their points for all cups made (see Scoring). The player or team with the highest score wins the game.

When a team is mathematically eliminated from winning, both players or teams can agree to end the game. The player or team with the highest score wins the game (early).

## 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 the blue or silver cups.

If a blue cup is made, the cup is removed and placed

in the middle of the table near the right edge (the opposing team uses the left edge). Each blue cup is worth one point. Making the blue cup entitles the player to one Bonus Throw (see **Bonus Throw** section).

If a red or yellow or green cup is made, the cup is NOT removed. Instead, one of the unused red, yellow or green cups is placed at the right edge near the center of the table upside down. These cups are only used for score keeping. As the red, yellow or green cups are made they keep getting added to the stack of red, yellow and green cups.

After the first player or team has completed their throws for their turn, the opposing player or team gets their turn(s). 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 and silver cups which ends the game. Note: When the last cup is made (blue or silver), the **Bonus Throw** or **The Silver Cup** rules are still completed.

After the **Bonus Throw** or **The Silver Cup** rules have been completed and all of the blue and silver cups have been made and removed, does the game end.

## Scoring

Red / Yellow / Green cups can only be made after a player makes a blue or silver cup. Their point values are as follows:

<u>Cups</u>	<u>Point Value</u>
Blue	1 pt.
Silver	1 pt.
Red	10 pts.
Yellow	20 pts.
Green	30 pts.

At the end of the game, add up each player or team's stack of cups along with their blue and silver cups and

the higher point total wins the game.

## Bonus Throw

When a blue cup is made, only the player who made the shot gets another throw to try and make either a Red (10 pts) or Yellow (20 pts) or Green (30 pts) cup. Note: A player can throw at either row of red, yellow or green cups.

If a red or yellow or green cup is made, the cup is NOT removed. Instead, one of the unused red, yellow or green cups is placed at the right edge near the center of the table upside down. These cups are only used for score keeping. As the red, yellow or green cups are made they keep getting added to the stack of red, yellow and green cups.

## The Silver Cup

When the silver cup is made, the cup is removed and placed in the middle of the table near the right edge (the opposing team uses the left edge). Each silver cup is worth one point.

Only when the silver cup is made is the custom die used (see Custom Die Rules). Only the player making the silver cup rolls the custom die and follows the directions for what is rolled under the Custom Die Rules.

## Custom Die Rules

Note: Custom die is used only when a silver cup is made during the game.

1X	Player gets one throw (current turn).
2X	Player gets up to two throws (current turn); as soon as a cup is made throws end. If cup is made on the first throw, then no second throw.
3X	Player gets up to three throws (current turn); as soon as a cup is made throws end. For example, if cup is made on the first throw, then no second or third throw. If cup is made on the second throw, then no third throw.
War Pong	Player gets one shot at Red / Yellow / Green and if a cup is made it counts TWICE.

## 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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