



Mine Field

A game designed to be strategic, 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 Mine Field is to clear out all of your colored cups while avoiding the land mines (the yellow cups). This will put the player in a position to make their silver cup and win the game.

Players

2 players; 4 or more players on two teams

Components

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

Throw Rule

It is recommended that some of the cups are placed 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

One side will use 8 red cups, 4 yellow cups, and 1 silver cup. The other side will use 8 blue cups, 4 yellow cups, and 1 silver cup.

Each player or team will place his or her silver cup along the back edge of the table very close to the

center of the table at the back edge.

The blue or red cups along with the yellow cups are laid out in random fashion as depicted in Diagram 1.1 and Diagram 1.2 (these diagrams are examples only as each player or team can place their cups anywhere on their side of the table they choose).

The red or blue cups are your opposing player's or team's target cups and the yellow cups represent "mines" (refer to **The Mines (Yellow Cups)** section for details).

Note: Choose the locations for your target cups and "mines" carefully so as to make it the most difficult for your opponent to clear out the target cups.

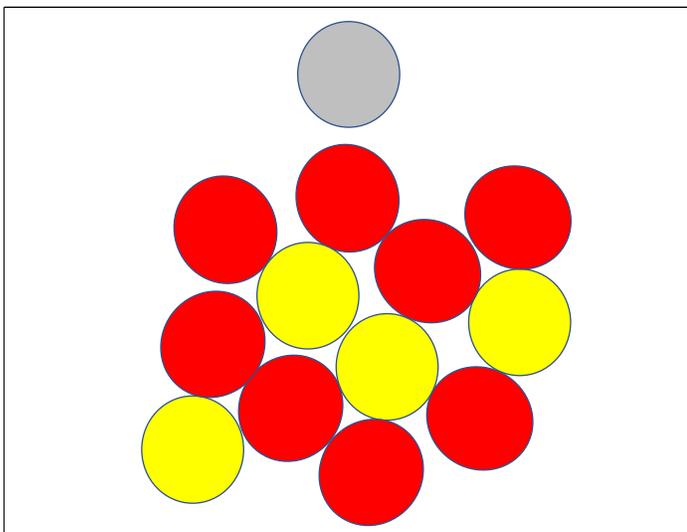


Diagram 1.1

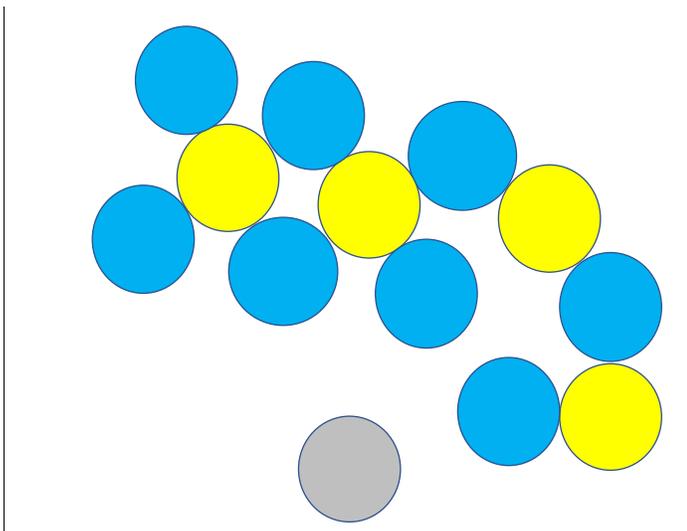


Diagram 1.2

Once both player's or team have placed the silver cup, their 8 blue or red cups along with their 4 yellow mine cups, place the custom die (1x, 2x, 3x ...) in the center of the table.

Once this is done, set-up is complete.

Winning The Game

The game ends once you removed all of your opponent's red or blue target cups and then move onto making the silver cup. Once the silver cup is made the game is over and player making the silver cup 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 (high roll) or team starts their turn by rolling the multiplier die to see how many shots a player or team gets (1X, 2X, 3X or War Pong). Refer to the **Custom Die Rules** section to understand what the die rolls represent.

Note: At the start of every turn, a player or team will roll the multiplier die (1X, 2X, 3X or War Pong).

If a red or blue cup is made it is moved to the right-side edge of the middle of the table. If a shot lands in a mine (yellow cup) without having rolled a War Pong, the shooter's turn is immediately over and as a penalty, a previously eliminated cup is placed back in play by the opposing team. Note: If no cups have been eliminated, then nothing happens when a player lands in a mine.

When adding a previously eliminated cup, the opposing team can place the newly added target cup in any location they choose on their side of the table. Refer to **The Mines (Yellow Cups)** section for more details.

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.

At the beginning of each turn, a player will roll the multiplier die to see how many shots they get for that turn (refer to the **Custom Die Rules** section for more details).

The play continues until a player or team has eliminated all of their target cups including all adjustments for landing on a mine (yellow cup).

Once all target cups have been eliminated, the player will need to make a shot into the silver cup to win the game (refer to **The Silver Cup Rule** for more details).

The Mines (Yellow Cups)

When a player makes a ping pong ball into one of the Mines (the yellow cups), the yellow cup remains and one of the player's red or blue cups will need to be added back onto their side of the table unless:

1. No cups are available to add back
2. The player is shooting at the silver cup (refer to **The Silver Cup Rule** for more details)
3. A War Pong was rolled at the start of the player's turn (refer to the **Custom Die Rules** section for more details – Option 2).

When a player makes a ping pong ball into one of the Mines (the yellow cups), the player's turn ends immediately as a result (if there are multiple shots from the die roll). In a two-player game, only the player who lands in the mine (yellow cup) has their turn end. The other player can continue shooting until he or she lands in a mine (yellow cup) as well or until their number of throws for their turn has ended.

The Silver Cup Rule

A player can only shoot at the silver cup, once all of the player's red or blue cups have been removed.

Note: If that is not the case and the silver cup is accidentally made, nothing happens as a result.

Once a player or team is shooting at the silver cup, no cups will be added back as the result of shot inadvertently landing in a mine (a yellow cup). Note: The player's turn ends though (if on a multiple shot turn from the roll of the die).

When a War Pong is rolled and the silver cup is in play, the player or team rolling the War Pong will automatically win the game.

Custom Die Rules

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

- 1X A player or team gets one throw (current turn).
- 2X A player or team gets two throws (current turn). Note: Even if a cup is made each player or team will continue until they have completed their two shots (meaning multiple cups can be made in one turn). If a player makes a shot into a mine, their turn ends immediately).
- 3X A player or team gets three throws (current turn). Note: Even if a cup is made each player or team will continue until they have completed their three shots (meaning multiple cups can be made in one turn). If a player makes a shot into a mine, their turn ends immediately).

War Pong A player or team gets one shot to make any cup.

Option 1: If a blue or red cup is made that cup is removed as well as one other matching blue or red cup of the player's choosing (who made the cup).

Option 2: If a yellow cup is made, the yellow cup can be removed and added to the shooting player's side of the table - adding to their defense (meaning adding one more yellow cup to their side of the table).

Option 3: If a War Pong is rolled when a player or team is down to shooting only at the silver cup, in this scenario, the player or team rolling the War Pong will automatically win the game.

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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