



Poker Wars

A game designed to be strategic, competitive with a bit of luck.

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

Objective

The goal of Poker Wars is to make the highest poker hand to beat your opponent.

Players

2 players; 4 or more players alternating on two teams.

Components

- 7 – Blue Cups
- 7 – Red Cups
- 2 – Green Cups
- 2 – Yellow Cups

Not included in the War Pong Kit:

- 1 – Deck of Cards
- Note: Everyone should have a deck of cards.*

Throw Rule

Cups are at or 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

Take the blue, red, green and yellow cups and set them up to match the layout in Diagram 1.1 and Diagram 1.2. Note: The back edge of the RED or BLUE cups should line up (roughly) with the front

edge of the YELLOW and GREEN cups (if you were to draw a line). The back edge of the GREEN and YELLOW cups should be just a few inches from the back edge of the table.

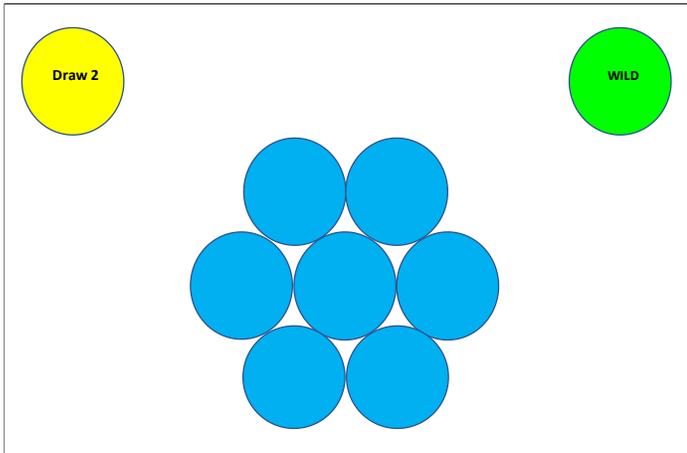


Diagram 1.1

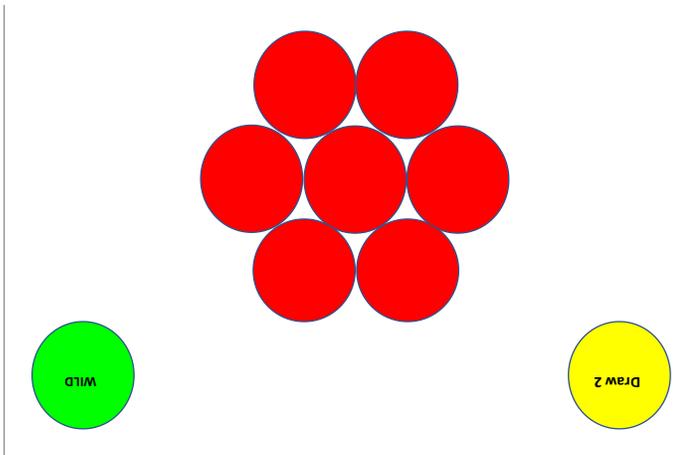


Diagram 1.2

Once the cups have been set-up, shuffle the deck of cards and place them at the center of the table.

Once this is done, the game set-up is complete.

Winning the Game

First player to eliminate their blue or red cups, ends the game. Once this happens, it's the player with highest poker hand using only 5 cards that wins the game.

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. Each player gets one turn to throw a ping pong ball into either the blue or red cups.

Note: At the start of the game, no player or team will have any cards in their hand. They will be drawn as cups are made.

If a player, makes his or her RED or BLUE cup during their turn, the cup is removed and the player will select one card from the top of the deck.

After each player or team 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 as a player or team attempts to make all of their RED or BLUE cups.

Note: Once 4 or 5 cards have been drawn (meaning 4 or 5 cups have been made and removed), a player will draw a card and discard a card onto the table immediately after drawing their 5th or 6th card leaving only 4 or 5 cards in their hand at any time (see **Green Cup – Wild Card Rule** as to why a player will only have 4 cards in their hand and will need to discard when drawing their 5th card).

Play will continue until the first player or team has removed all seven of their blue or red cups from the table. Once this occurs, play stops.

The best 5 card hand wins using traditional poker rules for the hierarchy of winning hands.

Note: The Green and Yellow cups are not required to be made in order for the game to end. Only when the 7 blue or red cups have been made or removed does the game end and the higher poker hand determines the winner.

Green Cup – Wild Card Rule

A player or team can make one shot into the Green Cup once they have at least 2 cards in their hand.

Note: Less than 2 cards, a made shot doesn't count and nothing else happens.

Once the shot is made, the player or team will draw a card and place it face up in front of the green cup. This card will be WILD and the player will need to discard down to having only four cards in their hand at any one time.

Note: If they have fewer than 5 cards, no cards need to be discarded. Once a player has drawn their WILD card, the most cards they can have in their hand is FOUR and they will include the WILD card as their 5th card (even though it is on the table at all times).

Any matching card will be WILD too. For example, a player turns over a 5 of spades as his or her WILD card. Any other 5 in the player's hand will be WILD too.

Recommendation: *Get your WILD card as early as possible as it will help you decide what cards to discard (once you get to four cards – with a WILD card and five cards without a WILD card).*

Yellow Cup – Draw 2 Rule

A player or team can make one shot into the Yellow Cup once they have at least 3 cards in their hand.

Note: Less than 3 cards, a made shot doesn't count and nothing else happens.

Once the shot is made, the player or team will draw two cards, but before the two cards are drawn, the player MUST discard two cards first. Once the two cards have been discarded, the player will draw the two cards from the top of the deck and add them to their hand.

Recommendation: *Get your WILD card first before attempting to make the Yellow Draw 2 Cup. This will obviously help with strategically thinking through which cards to discard in order to make the best 5 card hand.*

Wagering (Optional)

Players may decide to add a wagering dimension to Poker Wars. We recommend that wagers only start once a player or team reaches 5 cards (or 4 including the WILD). Once one player or team makes the

seventh cup the game ends, there would be one last round of betting and then the cards would be flipped over and the best 5 card hand wins the game. If wagering during Poker Wars, when a player doesn't call the bet, play ends and the player making the wager wins automatically.

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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