



# Score More

A game designed to be challenging with a little bit of luck.

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 Score More is to reveal all four of your mini poker chips AND have the highest dice total using all 4 colored dice.

## Players

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

## Components

- 6 – Blue Cups
- 6 – Red Cups
- 6 – Green Cups
- 6 – Yellow Cups
- 2 – Grey Cups
- 8 – Multi-colored dice
- 8 – Mini poker chips
- 1 – Custom Die - 1x, 2x, 3x

## 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, yellow and grey cups and set them up to match the layout in Diagram 1.1 and Diagram 1.2. Note: The back edge of the RED, GREEN and GREY cups should be just a few inches from the back edge of the table.

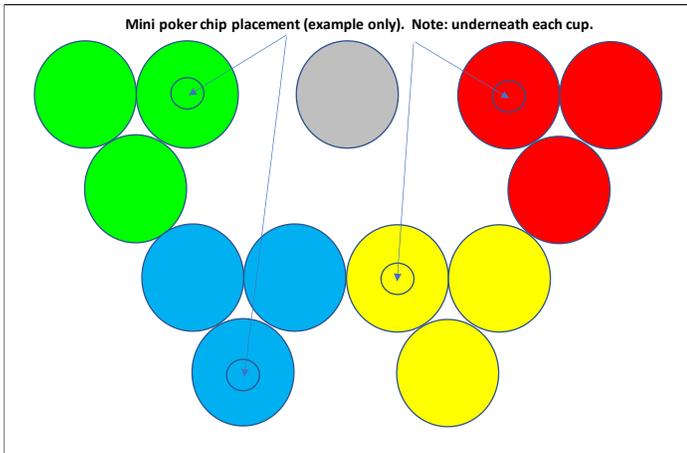


Diagram 1.1

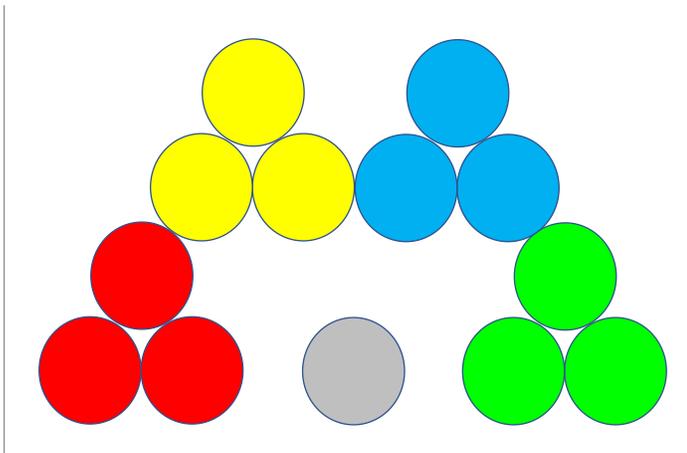


Diagram 1.2

Once the cups have been set-up, the mini poker chips are next. Each player or team should have a set of 4 mini poker chips (one of each color). Each player or team will take turns placing a mini poker chip under any one of the 3 matching color cups. Note: While this is taking place, the opposing player or team will turn and face the opposite direction of the cups so as to avoid seeing where the four mini poker chips are being placed.

Once a player or team have placed all four of their mini poker chips under one of each of the matching color cups, the opposing player or team will do the same. The other player or team will face the opposite direction while this takes place. Once both players or teams have completed hiding their 4 mini poker chips, the game set-up is complete.

The last step will be for both players or teams to each take a set of 4 mini dice (one of each color). Place

the custom 1x, 2x, 3x die at the center of the table.

Once this is done, set-up in complete.

## Winning the Game

First player or team who has revealed all four mini poker chips AND has the highest point total, when adding the four dice together, as compared to their opponent 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, red, yellow or green cups. Note: The silver cup is not to be shot at until later.

If a player, makes his or her RED, BLUE, YELLOW or GREEN cup during their turn, the cup is removed. Nothing else happens after removing the cup unless the made cup exposes one of the mini poker chips.

When one of the four mini poker chips is revealed, the player will roll the matching color mini die first. Next the player will roll the 1x, 2x, 3x die (see **Custom Die Rules**).

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.

After several rounds of play each team has uncovered 3 of their 4 mini poker chips and rolled 3 times each. The mini poker chips and die rolls are captured as follows (Diagram 1.3 and Diagram 1.4).

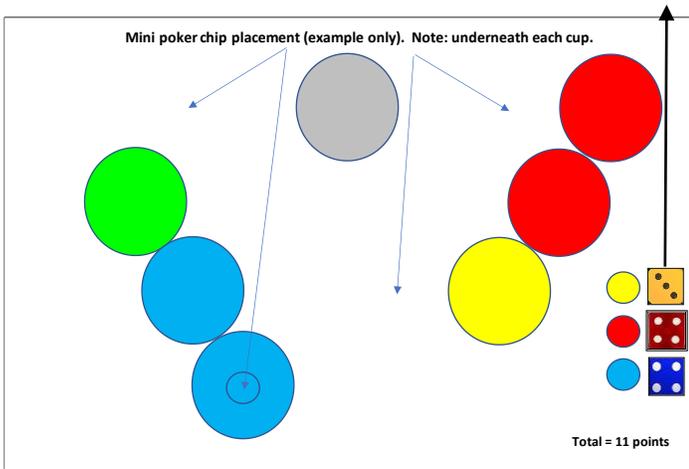


Diagram 1.3

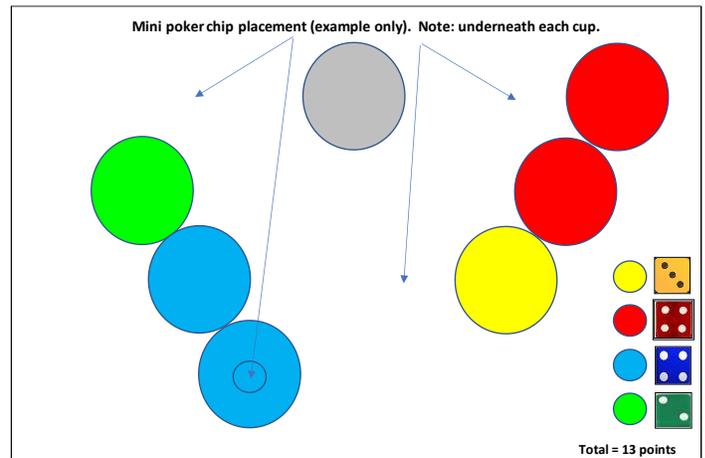


Diagram 1.5

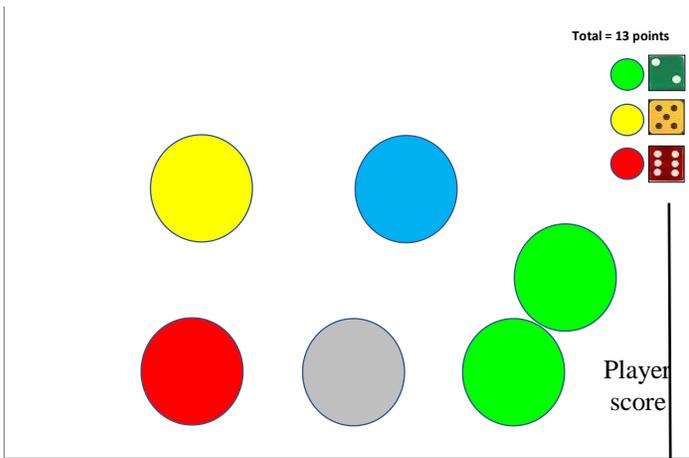


Diagram 1.4

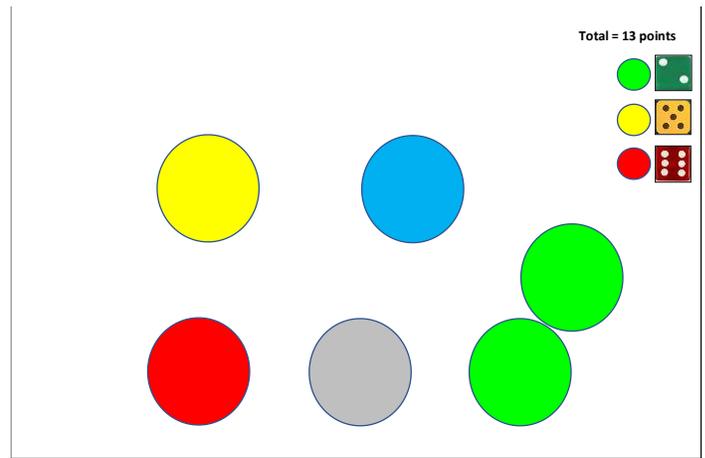


Diagram 1.6

The core is currently 13 to 11, but the game is not over until one team uncovers all four of their mini poker chips AND their four dice total is higher than their opponents. If not play continues until all four mini poker chips are revealed and a player has the higher dice total. This determines the winner.

So, continuing with the example above players will continue shooting until the fourth mini poker chip is revealed.

One of the players uncovers their fourth mini poker chip and rolls a 2. The player's total is now 13 which ties the other player (see Diagrams 1.5 and 1.6). Because the player has not Scored More than their opponent, play continues. With the score being tied, the player with only 3 mini poker chips showing will automatically win once the last poker chip is found.

The player who has uncovered all four mini poker chips will now be able to re-roll any color die by making the matching color cup of the die he or she wants to re-roll. Note: Once all four mini-poker chips have been found, only the mini die is re-rolled and NOT the custom (1X, 2X, 3x) die.

The player with all four mini poker chips showing, strategically, will want to make one of the two remaining GREEN cups. With score being a tie, as long as the player makes the green cup and rolls a 3 or higher, the player will win. Note: When making the cup, the cup is removed and if a 1 or 2 is rolled that will replace what was showing before. If a 3 or higher is rolled, the player will have a higher point total along with all four mini poker chips found and wins the game.

If a player has run out of one or more of his or her color cups needed to get a re-roll of a certain color, he or she can shoot at the Silver Cup (see Silver Cup

Rule) and re-roll any die where there are no more cups of that color on the table for that player. If any color cups remain, the corresponding color cup needs to be made in order to re-roll the die.

If a player rolls a lower number during a re-roll which when updating the score causes the other player to have a higher point total, the other player wins (assuming he or she has found all four of their mini poker chips).

Play continues until a player or team has revealed all four mini poker chips AND has the highest point total, when adding the four dice together, as compared to their opponent.

## Custom Die Rules

The custom die is used only when a mini poker chip is revealed. Note: The maximum value for any die roll combined with the custom die is a 6.

**1X** Player will add 1 to whatever was rolled using the mini die. For example, a player rolls a 3 with the mini die and rolls a 1x. Player will add the two together for a total of 4. The mini die that was showing a 3 will be changed to show a 4 and placed on the table.

**2X** Player will add 2 to whatever was rolled using the mini die. For example, a player rolls a 1 with the mini die and rolls a 2x. Player will add the two together for a total of 3. The mini die that was showing a 1 will be changed to show a 3 and placed on the table.

**3X** Player will add 3 to whatever was rolled using the mini die. For example, a player rolls a 5 with the mini die and rolls a 3x. Player will add the two together for a total of 8. The maximum die value would be a 6 and that would be what would be shown. As a result, the mini die that was showing a 5 will be changed to show a 6 and placed on the table.

**War Pong** If a player rolls a War Pong, no matter what was rolled on the mini die, the score is automatically a 6. As a result, the mini die will be changed to show a 6 and placed on the table.

## Silver Cup Rule

If a player or team wants to re-roll one of their four mini dice in an attempt to improve their score, but none of the color cups remain associated with the color he or she wants to re-roll, the player can make the Silver Cup and re-roll the die. If more than one color cups have been eliminated, the player can choose any color to re-roll after making the Silver Cup.

*Note: If any color cups remain, of a die the player wants to re-roll, the Silver Cup can not be used for that color. Only by making the same color cup can the associated color die be re-rolled.*

## 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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