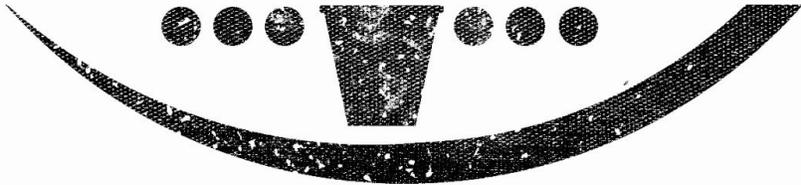


**BATTLESHIP
BEER PONG**



The Official Rules

of

Battleship Beer Pong PRO™

First off get yourself a set of **Battleship Beer Pong PRO™ Ships !**

The Setup

Each **Battleship Beer Pong PRO™** set comes with:

- (2) Aircraft Carrier 5 cups
- (2) Battleship 4 cups
- (2) Submarine 3 cups
- (2) Destroyer 2 cups
- (30) 16oz Cups
- (4) Ping Pong Balls

Each Team will have a chance to arrange their ships (4) on their own side of the table (8ft long is standard) in any formation that both teammates agree on. Place 14 cups (18oz or 16oz) in the cutout holes of the ships. Fill each cup with the desired amount of beer (other alcohol or water). Traditionally three 12oz beers are used to fill all 14 cups, but this amount can vary depending on how much you would like to drink.

General Gameplay

In Battleship Beer Pong PRO™ both teams decide on how many ships they are going to play with on each side .

Battleship Beer Pong PRO™ is generally played by teams of two in which each team takes turn throwing a ping pong ball into the other team's cups. Once a ball lands in a cup, the cup is taken away, and the opponent then drinks the contents of the cup. If a cup is hit the player would remove the cup from the ship and proceed to drink the contents. If both teammates hit the cups with both balls , the balls then are rolled back and they get to shoot again. The team that successfully hits all of the opponent's cups and sinks all of the opponent's ships; wins the game. Since there are a vast amount of variation on the game, it is good to quickly go over things like bouncing and swatting before the game begins. Winner of the game typically stays on the table and awaits next challenger. A list is generally formed to keep track of who is next to play.

Deciding who goes first

If it is the first game of the night, the first shot is decided by "Eyes." This is when a player from each team shoots the ball while maintaining eye contact with their opponent throughout their shot. If both players miss or both players make it, their partners now shoot. This goes on until one person makes it and their opponent does not. The hit cup is not removed; the ball is taken out and rolled back to the team that sank the shot. If it is not the first game, the winner of the previous game shoots first. If new teams are formed or if the winning team retires, "Eyes" is done again to see who goes first.

Elbow / Wrists Rule

This is usually an unspoken rule at house parties (or at least until someone breaks it). When shooting, players must keep their elbows behind the edge of the table. If a wrists rule is in effect, players must keep their wrists behind the edge of the table. Breaking this rule results in the shot not counting. If the shot is made, the infracting player may step back and re-shoot the ball. This tends to be the most argued-over rule in Beer Pong, due to the fact that it is sometimes difficult

to determine if the elbow / wrist does indeed cross the plane of the table. Yes, females have to abide by this rule as well.

Re-Racking

In **Battleship Beer Pong PRO™** once all the ships are set in place by each team at the beginning of the game, there is **NO** re-racking at anytime throughout the game.

Bouncing / Swatting

If a ball hits the table or ship and then goes into a cup (even by accident), it counts as two cups. The cup that the ball goes into is removed, as well as another cup of the defending player's choice. If there are only two cups remaining, the bounce counts as two cups. Which then both balls go to the other team that just got their cups hit with the bounce for a rebuttal.

Fixing Cups

At any time in the game, a player may ask for the cups to be fixed. This is not to get confused with re-racking! This is simply putting the cups back to where they would have been had they not slid or knocked out of position.

Fingering / Blowing

You may have heard the expression *Guys Finger, Girls Blow* during a rule summary at the beginning of a game. Fingering is when the ball is spinning inside of a cup and the defending team pulls it out with his finger. Blowing is when the ball is spinning inside of a cup and it is blown out by the defending team. **If not specifically called at the beginning of the game, neither fingering nor blowing count.** This is due to the cheapness of the rule and the easiness of a player to blow out the ball, even after it has come into contact with the beer.

Death Cup

Once a cup is made and is pulled up from the rack and before the contents have been consumed (unless you're playing with water), the cup in a player's hand (or even if they put the drink down) can be referred to as a death cup. If this cup is made by the opposing team, the game is automatically over and the team to sink the Death cup is victorious.

On Table Rollbacks

After shooting if the ball rolls back to the shooter without hitting the floor (you may also grab it mid-air), they can shoot it again behind the back. The shot counts as one cup if made.

On Fire Rule

After a player hits two cups in a row, he can call, "heating up." If he makes his third shot he can announce that he is "*on fire*" and he shoots until he misses. If the player fails to announce that he is heating up he cannot call, "*on fire*".

Ship Sinker Rule

This is when a ship has only one cup left. When the shooter hits the last cup in **any** ship, the **SHOOTER** then gets his/her ball back and gets to shoot again.

Rebuttal

After the last cup is hit each player from the losing team has a chance to hit the remaining cups. Each player shoots until they miss, the order in which this is done does not matter. Once both players miss and there are remaining cups, the game is over. If the players manage to hit all remaining cups the game goes into a 4 cup (Battleship) overtime.

Overtime

The overtime is started with the **Battleship** (four cup) boat and arranged on the table however they want to. The team who would of have won first gets to shoot first in overtime.

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