

Instructions for use

Beerpong

The game should be known, the standard rules follow.

- 2 throws per team in each round
- The cups may be moved twice, per game and per team and when there are 6, 4 or 3 cups left.
- If two players from the same team score in the same round, they get the balls back and may throw again.
- The last cup must always be placed in the middle from the edge of the base.
- If the ball bounces before it goes into the cup, the opposing team must drink two cups.... However, they are allowed to hit the ball away after it bounces. It is not allowed to touch the ball before it has even touched the table or a cup.
- Deflection manoeuvres are allowed, but without touching the cup, opponent or table/surface.
- If a ball is spinning in the cup, it may be hit or blown out.
- If a team hits the last cup, the opposing team may move on. If the team succeeds in doing so, the game goes into overtime: Three cups are then placed in a pyramid on each side.
- If a cup is hit that was actually already hit and should no longer have been part of the game, the game ends immediately.
- The losing team has to finish the remaining cups.

Beerpong, addition

Trampoline :

You can put one of the two trampolines in the middle, or the two on either side. With the help of the trampoline, they can push the ping-pong ball into a cup. If you place the trampolines on the sides, we suggest placing the cups in the middle. So that the trampoline does not lie directly on the base, but a little higher, we suggest that you place the trampoline on two wooden blocks. The two vertical wooden blocks of the wooden block construction are best suited for this.

Slingshot :

You can try to get the ball into the cup using the slingshot.

Generally, we suggest that the two teams use the same addition over the same time interval to keep the game fair.

Extra rule :

You can also use this extra rule: If you have a first name that starts with a P, A, R, T, Y, D, E, S, C, or H, and you hit a cup that is on one of these letters, you either hit two cups or none. You can decide as you like.

Mini Curling

Perfect for this game are our chips. (However, you can also play this game with either a coin or a crown cap). You can place the chip either between the "S" and the "C" or on the point where the three lines of the "Y" meet. You now try to hit the curling field. A few demonstrations how to shoot the chip follow.

We suggest playing the game under these rules :

If you don't hit the curling field:

- If the chip stops in your own half, you have to drink three sips
- If the chip is left in the opponent's half, you have to drink one sip.
- If you don't hit the whole "Party-Däsch" field, you have to drink five sips.

If you hit the curling field:

- If you hit the outermost orange ring, your opponent has to drink one sip.
 - If you hit the white ring in the middle, your opponent has to drink three sips.
 - If you hit the orange ring in the middle, the opponent has to drink five sips.
 - If you hit the exact centre where the logo is, your opponent has to drink fifteen sips.
- Finally, the first person to empty their bottle, glass or cup loses.

However, you can also play a more classic version of the game in which the winner is always the one whose shot is closest to the centre.

Mini-basket

The rules here are kept simple. You have to hit the mini basketball basket on the other side. If you do so, the opponent has to finish a cup and you get to throw again. However, if you do not succeed, the opponent can try. The ball is allowed to bounce without the opponent being allowed to hit it away. You can include the slingshot or the trampoline. For the setup, you need the three wooden blocks. You place the two small wooden blocks vertically behind the ten letters of the Beerpong field in the middle of the edge of the base. The slots of the vertical wooden blocks must be turned inwards. You place the longer block with the dowels horizontally on top of the others so that the basketball basket is turned towards the opponent. Using the cric-crac, you can easily attach the basket. You can place the cup in or under the basket. The cup that has to be drunk can also be placed next to it.

Mini hockey

You can place the blocks in the middle of each of the base edges. Again, we suggest a crown cap or a coin to play the game. With the help of a small stick, they can then play on the two goals. You can use a biro or a pencil for this.

Rage-Cage

Although the markings for this game are missing, it can still be played on our base. All players (at least two) have to stand around the table. The more players who play, the better the game. The number of players that fit around the table is the maximum number of players that can play. Players A and B each get a ball and a cup. The two players must stand opposite each other. The other cups are filled with a drink and must be placed in the middle of the table, in a circle. Put about three to four cups per player in the middle. Players A and B must now independently try to throw the ball into their cup by bouncing it once. When one of the players has succeeded in doing this, he may pass his cup to his neighbour on the left. The aim of the game is to overtake the other cup. This does not happen until the cups are with players A and C. A and C stand next to each other while A stands on the left. C hits the cup faster than A and is allowed to pass his cup to the left. However, because A has the second cup, C may place his cup in A's cup. Player A must therefore drink one cup from the centre ex. The game ends when all the cups in the middle have been drunk. If a player scores on the first try, he gets to choose who he passes the cup to.

English football

Game structure

The game can be played with a coin, a crown cap or preferably a wooden chip. Each team has three of these at the start and places them on the starting position with two options to choose from. It is best for both teams to choose the same set-up. Either place your chips on the intersections of "A" and "T", "R" and "D", and "S" a "C", or in the center of "P", "T" and "D".

Shooting techniques

The same techniques are to be used as in mini-curling. It is best if both teams use the same shooting technique.

Rules

The chips can be shot in such a way that one either shoots the chip through the other two or one touches another chip, be it one's own or that of the opponent.

If this is not successful, the chip is put in jail, the same applies to any chip that leaves the pitch. The prison is the white spot with the "Party-Dësch" logo. The chips always go into the prison of the team that owns the chips. In this way, you can shoot your opponent's chips off the pitch to gain an advantage. The chips in the prison are free to use, as long as you can move them according to the rules. In the prison itself, you can place them however you like.

The objective is to score a goal first. The spots "E", "S", "C" or "H" count as a goal. Half of the chip must be in the goal area for the goal to count. You can also simply use one of the wooden blocks as a goal and place it horizontally in the middle of the edge of the pitch. In this case, the chip just has to touch the wooden block. The goal does not count if two or three of the chips were in prison before the final shot.

Bad Street Musician

The aim of the game is to have the fewest chips (crown caps or coins) at the end.

Game structure

At the beginning, everyone gets 6 chips (crown caps or coins). There are 5 different options for the line-up. These options all consist of placing a chip in the middle of the spots with the following letters:

"A", "R", "T", "D", "S" and "C".

"P", "A", "R", "T", "Y" and "D".

"P", "A", "R", "Y", "S" and "C"

"A", "R", "T", "D", "E" and "H", or

"A", "R", "E", "S", "C" and "H".

We suggest choosing the first line-up. You can switch around between the options, but each team should choose the same one.

Three more chips are now placed on the white spots of the curling field, at the height of the centre line.

Playing field

The playing field is divided into three areas: the respective bases of both teams and the neutral zone.

The base of a team is its half up to the white centre line, excluding the curling field. You are only allowed to shoot the chips that are in your own base, and at the end, the aim is to have the fewest chips in your base.

The neutral zone consists of the curling field and the white centre line. To get the chips out of the neutral zone, you have to shoot them with another chip. In the end, the chips lying in the neutral zone are not counted.

Each base also has a prison: the white spot with the "Party-Däsch" logo. The prisons are for the chips that fly off the playing field. The chips that lie in prison are counted with the chips that lie in the corresponding base at the end. They are not allowed to be transported out of the prison. They can only be used again if they are unintentionally kicked out by an opponent's chip. In addition, any chip that lands in the prison may not be used again, regardless of whether it flew off the base or landed there unintentionally.

Rules

Each team shoots in turn. 10 rounds are played. You have to try to get the chips out of your own base or into the opponent's half. In each round, the chips that leave the base are placed in the team's prison, which is responsible for the chips leaving. The team with the fewest chips after 10 rounds is the winner. The chips in the prisons are added to the respective base and the chips that are in the neutral zone are not taken into account.

Shooting techniques

The shooting techniques are the same as in mini curling or English football, each team should use the same shooting technique.