BOOYAH!

Flying dice keep you on your toes! ™

RULES

Contents
2 Booyah! Boards, 6 Cups, 6 Dice, 2 Score Markers

Object
Roll dice and send 'em flying to score on the boards (and catch dice that miss the boards to score) and score at least 21 with a 2-point lead to win!

Set Up
Booyah! is a tabletop game that you can play indoors and out. We recommend using a table that is 6 – 8 feet long for best play experience. It is also best to use a flat, level surface—a slatted picnic table with gaps, for instance, would not be good for game play.

- Place each Booyah! Board at the end of the table, with the sloped side facing the opposite side of the table, as shown.
- It's best to center the boards, and remove any other objects from the table and from around the table (e.g chairs).
- Players divide equally into two teams, so you can play one vs. one, two vs. two or three vs. three. One team is red (using red Cups and the red Score Marker), and the other is white (using the white Cups and the white Score Marker).
- Each player gets one die.
- Teams stand together at one end of the table. The board nearest you is the other team's board, and yours is the one at the other end. But you keep track of your own score on the board nearest you.
- Your score marker starts off of the board and does not get put into the first hole until your first score.
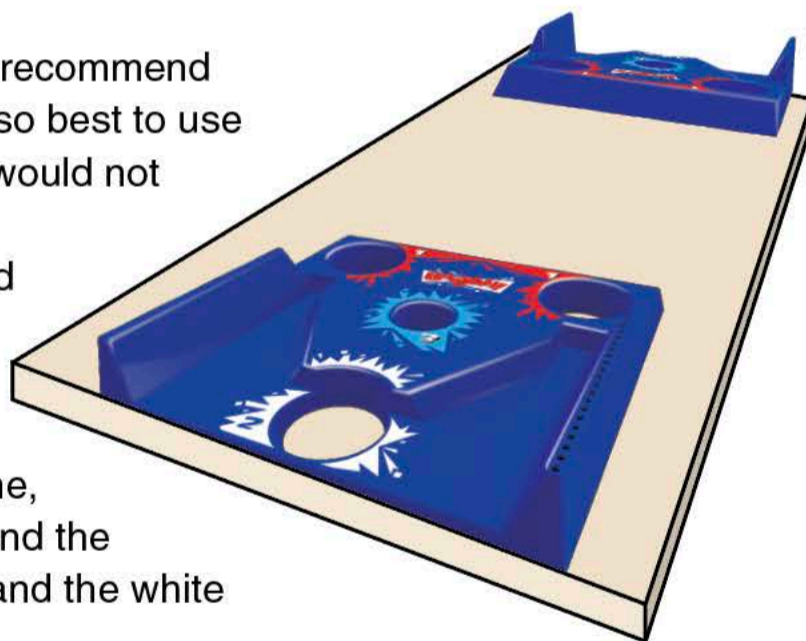
Play
- Each player rolls a die, and the team with the highest combined roll is the first to play offense!
- On every turn, there is an offense and a defense:

Offense (rolling dice)
- ◆ Teammates can roll their Die in any order they want. A team may also decide to all roll at once—this can make it more difficult for
  the defense to catch Dice, which is good for the offense, but it can also be distracting for offensive scoring.
- ◆ Toss Dice from any angle behind the edge of the table—your elbow must remain behind the table's edge.

- ◆ Do not toss dice at people or animals.
- ◆ Dice must roll at least once before hitting the board, and may not be slid along the table without rolling. Any illegally rolled Dice are not able to score and cannot be rerolled.
- ◆ Accidental rolls count as illegal rolls and cannot be rerolled. **There are no rerolls.**
- ◆ In order to score on offense, your Die must land inside one of the holes on the board opposite of you.
- ◆ If a Die lands on the board and NOT in a hole, it should be left there until your team is completely done with their turn. It is possible to knock a Die into a hole and end up scoring that way! But be careful—it could also block a roll!
- ◆ You can score 1, 2 or 3 points per Die depending on which hole you land in!
- ◆ After your team is done rolling, use the score marker on the board nearest you to tally your score. Placing it in the first slot is one point, and move it up for any additional points.

Defense (catching the Dice…hopefully!)
- ◆ Any Dice tossed by the offense that roll off the table are fair game to try to catch…in your Cup!
- ◆ For each Die you catch in your Cup (it must land in your Cup and stay there), your team scores one point.
- ● **You must ALWAYS use the Cups when rolling and to catch Dice.**
- ● When one team makes it to 21 points (score marker has moved to the very end of the slots), the other team gets a rebuttal—one more turn to try to score (and yes, the defense could catch Dice to score as well!).
- ● If the other team scores and the first team is no longer ahead by at least two points, play continues until one team holds a two-point lead after a rebuttal.

Winning the Game

The first team with 21 points (or more), with at least a two-point lead, wins! Booyah!

Added Fun

The more you play Booyah!, you may want to turn things up a notch and add some more rules. It's totally up to you! But here are some fun ones we've tried and liked:

- ● When the defense catches a Die, they must shout, "Booyah!" If they don't, the other team must call out, "No dice!" before the next Die is tossed to negate the defensive point.
- ● For a quicker game, and especially fun in a one-on-one, have each player throw TWO DICE instead of just one (but still just one at a time).
- ● Rather than scoring one point when the defense catching a Die, make it so that the offense LOSES one or two points!
- ● Booyah! can also be adapted for more educational use by altering rules and adding math using the numbers on the Dice. For example, if the Die lands in the one-point hole, but landed with the four pips showing, multiply that (1 x 4) so you get four points!

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