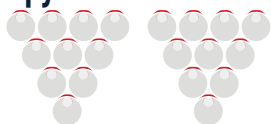


## SETUP

Each team arranges ten magnet cups on a fridge in a pyramid formation.



## START

To determine who goes first a player from each team shoots at the front cup. The team who is closest to that cup gets to shoot first. Each member of that team shoots one dart per turn unless both parties hit a cup and there is a send-back. When a cup is hit remove that cup from the playing field. If the cup is not removed and both darts hit the same cup, a third cup of that teams choosing is removed.

## RE-RACK

Twice per game each team can request a re-rack at the start of their turn. No re-racks are permitted in-between shots or upon a send back.

## SEND-BACK

If both players on a team make consecutive cups the darts are then sent back and each player shoots again.

## FIRE

After a player hits two cups in a row they can call out “Heating up!” If that person hits their third cup in a row they can then call out “On fire!” That player then gets to keep shooting until they miss.

## REBUTTAL

After the last cup is hit each player from the opposing team has a chance to hit the remaining cups. Each Player shoots until they miss. If there are racks still available you can use them now. If both players miss and there are magnet cups still remaining, the game is over. If the remaining cups are hit the game enters a 3 cup overtime. Each team then places 3 cups back on the fridge and the game continues.

## IMPORTANT RULES TO FOLLOW

Darts must be at least **50%** on the cup magnet to count.

Each team must shoot from the same spot.

If a cup is hit and falls to the ground it counts as a make.

Check out [FridgePong.Com](http://FridgePong.Com)



Towpath Gaming LLC