

Baller Bros (2-3 players)

Setup - Players are given a basketball court, and 3 ping pong balls of their color choosing. The board is layed out, and the three hoops ranking from smallest to largest are set up next to each other.

Objectives - Players must compete to get the most points with their basketballs by bouncing the ping pong balls into the hoops. Players will take turns rotating through their balls until they are all out.

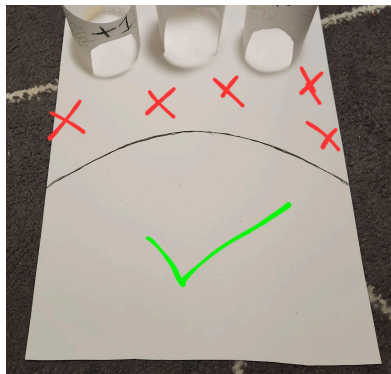
Actions to take - On the first player's turn, they will choose which hoop they want to score in. The taller the hoop is, the harder the points will be to score. Once the hoop is chosen, the player will spin a wheel to determine how many attempts at their first ball they have to make it in.

For example, if the wheel spins on 3, the player will have 3 attempts to bounce their first ball into a hoop of their choosing. **Since they have 3 attempts, they can also score in 3 different hoops. Just as long as they keep track of their points.**

Once all three turns are completed with the first ball, it is the next player's turn. Keep in mind, once the player commits to all three attempts at scoring points, they have to move on to their next ball.

Players have only two bounces to score. The bounce a player makes must be kept within the boundaries on the court. If a player makes the hoop with one bounce, they add an extra point to whatever they earned.

Here is the boundary in which you can bounce your ball:



If a player bounces their ball outside of the boundaries, they must try again. If the player does it again, they forfeit their ball. Players must also make sure they keep their wrist behind the board.

Ending the game - After all three balls have been used for as many attempts as they've spun, The points are tallied up. The player with the most points scored wins. **Even if someone finishes first, the other two players must compete to get rid of their ping pong balls. Additionally, the last player in the game must keep playing until the last ball is gone.**

If you make the ball in another hoop unintentionally, you receive the said points.

Additional note: Keep track of your points. Have a calculator or sheet that you can update to keep a number.

Example - First it's Jimmy's turn. Jimmy spins the wheel to determine how many attempts he has at scoring points with his first ball. He spins a 2, so he tries to bounce it into a "+3" hoop, but fails. His second attempt he makes it into the "+2" hoop instead, so he only earns 2 points. After using all of his attempts, his first ball is discarded and the next player takes their turn.

Example #2 - On Daves turn, he already has 3 points earned from the first ball. For his second ball, he spins the wheel and only gets 1 attempt. He bounces the ball, but it doesn't make it in any hoops. He does not get any points, and must discard his second ball to move on.

Example #3 - Dave and Jimmy are finished, and have tallied up their points. Sarah, who is the third player, still has one more ball to score, so she still plays in order to finish her point scoring.