

SUPER ROLL GAMES

Home of Original Custom-Designed Board and Table Games!



Super Roll Games - 10 HOLE will undoubtedly be one of the most Fun, Challenging, Competitive and Entertaining Games you will EVER PLAY! 10 HOLE will be a hit for any Family gathering, Party or just hanging out and playing with a Friend!

THIS GAME IS INTENDED FOR INDOOR USE ONLY! IF YOU PLAY THIS GAME OUTSIDE, IT IS HIGHLY RECOMMENDED TO KEEP IT AWAY FROM DIRECT SUNLIGHT! IT IS VERY POSSIBLE THAT THE ACRYLIC GAME BOARD COULD WARP, BEND OR BUBBLE!

PLEASE TAKE NOTICE: Super Roll, LLC Promotes this Game as a Family Game, and DOES NOT promote the consumption of Alcohol while playing Super Roll – 10 HOLE! With that said, there is a similarity in the Game Play and Rules to the game of Beer Pong.

Super Roll, LLC WILL NOT BE HELD LIABLE OR RESPONSIBLE FOR ANY OCCURANCES THAT MAY RESULT FROM THE CONSUMPTION OF ALCOHOL DURING THE PLAY OF SUPER ROLL – 10 HOLE!

Game Pieces included for Super Roll Games - 10 HOLE:

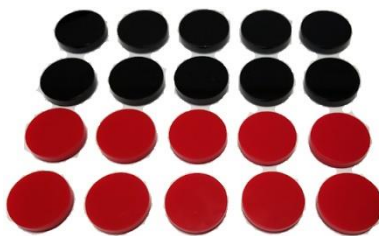
- Four people (2-Two Person Teams) or Two People (Player against Player or 1 vs 1)



- Super Roll – 10 HOLE Game Board (has 10 Holes in a Pyramid formation on each side of board)



- 8 Roller Pucks (Only two will be used during the Play of the Game)



- 20 Hole Plugs

Start of the Game:

- There are many ways to determine who starts the game (Coin Flip, Paper-Rock-Scissors, Etc.). However, the official way to start the game is to have two opposing players roll their respective pucks at the same time while looking each other in the eye and without looking away or looking at the holes while shooting at the holes. Teammates alternate turns until someone makes it. If both teams make it, you keep shooting. The first team that makes a hole when the other Team misses their shot goes first. Same rules apply to a two Player Game (1 v 1).

Playing the Game:

- Each Team/Player takes their respective shots by rolling a puck down the Game Board. Each Team/Player will get two shots for each turn, one shot per team member or two shots per Player in a 1 vs 1 Game. Subject to any other rules below.
- When a player rolls the 1st puck into a hole, the other Team/Player should pull that puck from the hole thus giving the 2nd puck a chance to fill the same hole! The opposing team will then plug that hole with one of their Hole Plugs After the Two-Shot Turn Has Been Completed. **BE SURE TO PLUG MADE HOLES!** (Side Note: Pay close attention to the shots that are made and which holes they were made in!)

INSTANT AND AUTOMATIC LOSS WILL RESULT FOR THE:

- 1) TEAM/PLAYER THAT DIDN'T PULL THE 1ST PUCK FROM THE HOLE AND IS HIT BY THE 2ND SHOT WHILE THE FIRST PUCK IS STILL IN THE HOLE!
 - 2) TEAM/PLAYER THAT DOESN'T PLUG A HOLE OF A MADE SHOT AND THAT HOLE IS MADE AGAIN DURING THAT GAME! This rule is canceled if the Team/Player that made the shot uses a Re-Rack before they remake that same hole!
- **RE-RACKS:** Are used to free up holes towards the front of the board, thus making it easier to make more shots! Each Team/Player will be able to use a maximum of two (2) Re-Racks per game. However, in order to use a Re-Rack you must make a shot that fills a Back Row hole first! The shooting team can choose how they want their holes arranged. Use them wisely. A standard rule of thumb is to take one with 6 holes remaining, and with 2 or 3 holes remaining. It is strongly encouraged to use a Re-Rack prior to a Rebuttal/Redemption (If a Re-Rack is available).
 - **ROLLBACKS:** When the Team/Player rolling the puck gets to shoot again immediately after making shots. There are a couple of different types of Rollbacks.
 - 1) If a Team/Player makes both shots in DIFFERENT HOLES, the Opposing Team/Player will fill the holes that were made and will return the pucks back to the Team/Player that made the shots!
 - 2) If a Team/Player makes both shots in the SAME HOLES, the Opposing Team/Player will fill the hole made plus two more holes of their choice and will return the pucks back to the Team/Player that made the shots!
 - 3) Fire Rollbacks (Only for Team Play) are given to a player after making 3 consecutive hole shots. In order to claim Fire Rollbacks that Player would have to announce that they are "HEATING UP" after 2 Consecutive made shots!
 - 4) Rollback Shots are not allowed during Rebuttal/Redemptions!
 - Pucks can be bounced/banked off the side rails at any time. However as explained earlier, it will be counted as a "DEAD SHOT" if a puck touches the Back wall and should be taken off the board.
 - The game continues in this way, with both Teams/Players exchanging turns. The Team/Player that fills all the opposing Team's/Player's holes first is the winner.

Ending the Game:

- Once a Team/Player has made and filled all the holes, the other Team/Player get the chance to answer (regardless if they Rolled first to start the game) and cause the game to go into overtime. This is called a Rebuttal or Redemption. The Team/Player that has Holes remaining to be filled will be allowed to roll their two pucks as a last chance to force Overtime! ANY shot made during a Rebuttal/Redemption will result in having that hole filled and Puck(s) being returned to the Shooter(s) until the shooter(s) misses their shot, then the game is over. Or the Shooter(s) make their shots to fill the remaining holes and force Overtime!

Most all games will result with a Rebuttal/Redemption. The only scenario that prohibits a Rebuttal/Redemption is when a Team/Player Rolls both of their pucks into the same hole when they only have 3, 2 or 1 holes left.

Overtime:

- Is needed when a team hits the remaining holes during a Rebuttal/Redemption. Overtime consists of each team pulling the Plugs out of the front 3 triangular holes. The team who hit the last hole first shoots first in overtime. Overtime is played like a normal game with the same rules applied (i.e. overtime can be forced again following the same process). BOTH TEAMS/PLAYERS will receive a full turn of their two shots regardless of what the first TEAM/PLAYER Rolled.

Example: if the first Team/Player Rolls their two shots into the same hole, then all 3 of their holes would be filled. But the other Team/Player will follow the Rebuttal/Redemption rules in order to tie the game and force Overtime once again. This will continue till on Team/Player is unable to fill their remaining holes in Overtime.

Interference: (Good sportsmanship should be used by issuing a WARNING FIRST, unless it is deliberate!)

- In the event of player interference prior to the ball coming to a complete stop, a one-hole penalty will be imposed for the interference. The Shooter who had his or her shot interfered with may choose the hole to be filled.
- Players may not make contact with the table while their opponents are shooting. A one-hole penalty can be imposed for this as well.

INSTANT WINS:

- 1) Rolling a puck into an UN-Plugged hole that has already been made by you or your Team!
- 2) Using your 2nd shot to hit your 1st shot if its in a hole and was not pulled by the opposing Team/Player.
- 3) Filling the Holes that Making up the "Ring Of Fire". ANY HOLES MADE prior to these holes being made will eliminate the "RING OF FIRE" for the remainder of the game!

INSTANT WIN! "RING OF FIRE"

FILL ALL 3 CORNER AND
MIDDLE HOLES BEFORE MAKING
ANY OTHER SHOTS!

