



## THE TLG RULEBOOK

# TOWERBALL

 2-8+ Players

 10-20 Minutes per Game

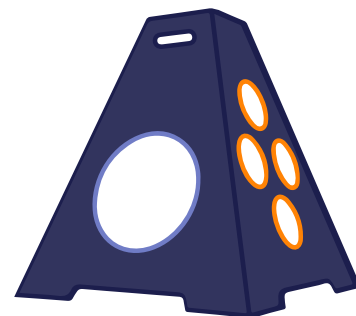
 10 ft. length, 5 ft. width

## BEFORE YOU PLAY

TowerBall is a fun, compact game that offers several ways to play, reminiscent of some of the classic basketball shooting games.

## HOW TO PLAY: CLASSIC

Pick teams of 1-4 players and line up each team 10 feet from the side of the tower with one hole. Each team gets 4 throws at Side 1, scoring 1 point for each time they get the ball through the hole. After each team has finished their throws, move - or, if space is limited, rotate the tower - to the next side. This time each successful throw scores 2 points. Repeat for sides 3 and 4. The player or team with the highest score after the fourth side wins. In case of a tie, the winner is determined by sudden death.



## HOW TO PLAY: AROUND THE TOWER

Pick teams of 1-4 players and line up each team 10 feet from the side of the tower with one hole. Each team gets 4 throws per turn to advance as far as possible. A team may advance to the next side by making a shot into every hole on a given side. At the start of each turn, whichever team has advanced the furthest goes first. Once a team has advanced around all four sides of the tower, they must make a shot into the top of the tower to win. The losing team(s) has the opportunity for "rebuttal", advancing as far as possible until they miss a shot. In the event of a tie, winner is determined by sudden death shooting on the top of the tower.

## HOW TO PLAY: H-O-R-S-E

Take turn calling shots, e.g. "by the Fur Tree, top hole Side 2". If they make it in a predetermined number of attempts, other plays attempt to make the same shot. Other players then must make the same shot, receiving a letter of the word HORSE if they miss. Players are eliminated if they spell out the full word; last player to survive wins.