2 PLAYER
AGES 8 & UP
AVG. GAME 20-30 MIN.
WHAT'S IN THE BOX?
Deck of 56 cards

OBJECT OF THE GAME
Outscore your opponent in four quarters of play. A quarter is one time
through the deck.

ABOUT THE CARDS
The deck includes two types of cards:
- Black-and-white offensive cards are played on your turn to score points.
- Red defensive cards are played on your opponent's turn to block
  him/her from scoring.

PRACTICE GAME
For a faster, easier game, you may play a practice game by playing two
halves, as in a college game. Once you've gotten the rules under your
belly, play four quarters as they do in the pros.

SETUP
1. Choose a player to be the dealer. The dealer shall shuffle
   the deck and deal five cards face down to each player.
2. The dealer places the remaining deck face down near the
   center of the table to form the draw pile.
3. The discard pile: During the game, the discard pile will
   form next to the draw pile as players place cards onto it. Players
   cannot draw cards from the discard pile.
4. The non-dealing player takes the first turn. Players then alternate
   turns.
5. Keep paper and a pencil (not provided) handy to keep track of
   your scores from quarter to quarter.

ON YOUR TURN
Make one offensive play if you can. Will your opponent block it?
Place an offensive card (or combination of cards) from your hand face
up in the center of the draw pile.
- If your opponent plays a defensive card, you do not score (see
  “Defensive Plays” on the next page). Then take the top card from the
  draw pile to replace it. This ends your turn.
- If your opponent does not play a defensive card, he/she says, ”Take it.”
  Then place the card(s) you chose face up in your scoring pile.
- Then take the top card from the draw pile to replace it. This ends
  your turn.

Can't make a play? If no cards in your hand are playable, discard two
of your cards of your choice. Then take the two best cards from the
draw pile if they are available to replace them. This ends your turn.

OFFENSIVE PLAYS

On your turn, play any one of the following cards, or a card combination:
2-Point, 3-Point, and Dunk

2-Point, 3-Point, and Dunk
You may play any one of these cards to try to score the number of
points shown on the card.

And 1
On the same turn that you play a 2-POINTER, 3-POINTER, or DUNK
card, you may play an AND 1 card along with it to add one point to
your score. Always play these cards together, not separately.
Your opponent may then block the entire play. See the examples below.

EXAMPLE
Playing an AND 1 card together with any one of these scoring cards
earns you a bonus point for the play.

Jukem
If you're lucky enough to have the JUKEM card, you
may play it immediately before playing an offensive

EXAMPLE
The JUKEM card protects your DUNK card and scores 4 points for the play.
STRATEGY TIP:
If you can save your JUKE CARD for the ultimate offensive play, a 3-POINTER with an AND-1. Total score for the play: a whopping 8 points.

Time Out:
- You may play this special card on your turn to swap up to three more cards in your hand for cards in the draw pile. After playing the card, do all of the following:
  - Discard the TIME OUT card and up to three more cards from your hand.
  - Take enough cards from the draw pile (if available) to redeploy any cards in your hand to five cards.
  - Take another turn.

If you have the TIME OUT card, keep an eye on the draw pile to make sure you can play it while there are still enough cards in the draw pile to make the swap.

Half Court:
You may play this card on your turn only after the draw pile has run out. The card automatically ends the quarter if your opponent blocks both players discard all cards, ending the quarter (see “Ending The Quarter” on this page).

DEFENSIVE PLAYS:
On your opponent’s turn, after your opponent has made an offensive play, you may play a defensive card to block his/her play.

Note: The DUNK card is a protection against some defensive plays, but the JUKE card is an unstoppable.

After blocking your opponent’s offensive play, discard both your card and your opponent’s card. Your opponent takes the top card from the draw pile to redeploy his/her hand, then you do the same. This ends your opponent’s turn.

Block, Miss, and 3-Second Violation
You may play any one of these cards to block any offensive card except the JUKE card.

Brick and Air Ball:
You may play either of these cards to block any offensive card except the DUNK card or the JUKE card.

Technical Foul:
You may play any one of these cards to block any offensive card except the JUKE card. If you have a FREE THROW card, you may play any one of the TECHNICAL FOUL card to score a one bonus point. See the example below. Place the FREE THROW card in your scoring pile. This is the only way to score one point on a defensive play.

EXAMPLE:
By playing a TECHNICAL FOUL card and a FREE THROW card on an offensive play, you score one bonus point.

Offensive play
Free Throw:
As indicated above, the FREE THROW card can only be played with the TECHNICAL FOUL card. This is the only time during the game that you can score a point on offense.

ENDING THE QUARTER:
When the draw pile runs out, keep taking turns to play as many of your cards as you can. The quarter ends when neither player can make a play or when a player makes a HALF COURT shot.

Tally up your score for the quarter and record it on paper. Your opponent does the same. Shuffle all of the cards thoroughly, then play the next quarter the same way you played the previous quarter. The player who did not deal in the previous quarter deals in the new quarter.

HOW TO WIN:
When the fourth quarter ends, the game is over and players tally their total points. The player with the highest score wins.

Overtime: In case of a tie, play another quarter to determine the winner.