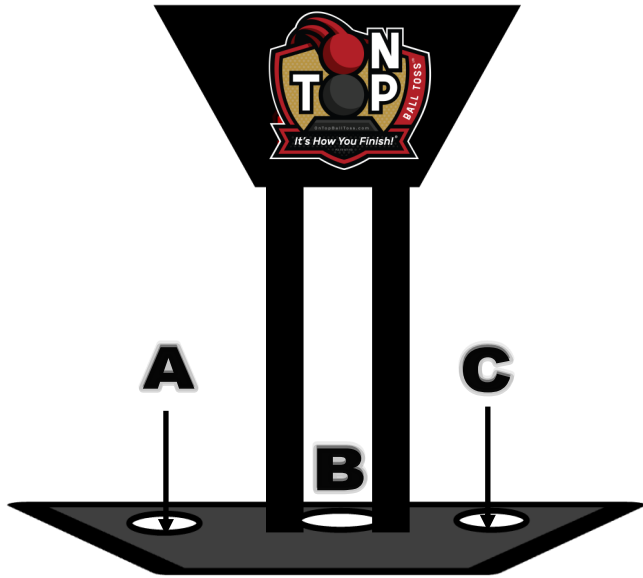


OnTop Board Points Method of Play



BASE SCORING FEATURES

- A = safe zone hole
- B = ball release hole (tilt tower to release)
- C = safe zone hole

Base Points (PLAYED IN COMBINATION WITH THE OnTop TRADITIONAL METHOD OF SCORING).

- **1 Point Per Ball**

A player earns **1 point** for **each ball** tossed onto the base **ONLY IF** one of their balls finished **On Top** **within** the tower at the end of the round. If neither player tossed a ball in the tower during the round, cancellation scoring applies to all balls on the base, with the exception of **holes A and C**.

- **Base holes A and C**

Holes A & C come into play **ONLY IF** neither player tossed a ball into the tower during the round. Balls coming to rest in these holes **cannot be canceled** out by an opponents ball on the base, unless the opponents ball is in the other safe zone hole. In addition to being protected from cancelation, a players ball in holes A & C **cancels ALL opponents balls** on the base. Again, **SAFE ZONE HOLES** are only in play when neither player has tossed a ball in the game tower during the round.

- **Base Points do not count after a score of 19 points.**

Base points **can ONLY be earned up to a score of 19**. After 19, a players ball on the base can only be used to cancel an opponents ball(s) on the base, but cannot add to their total points.

- **Base hole B** (Hole B is used to release/retrieve balls by tilting the tower.)

- **Winning the Game**

The first team/player to 20, but not more than 21 wins the game. If a player goes over 21 points the Screamer Rule applies.

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