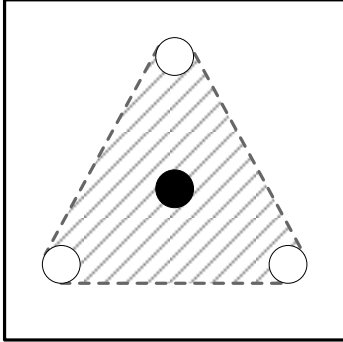


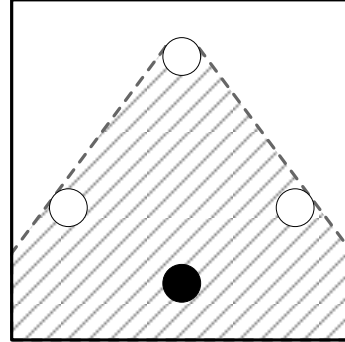
Squareball

3 pts to white for each black ball captured inside the triangle



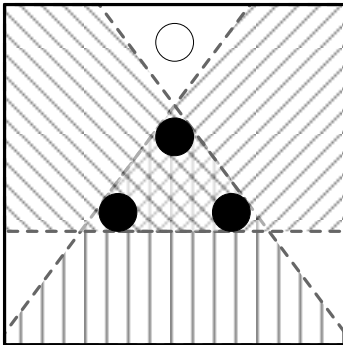
1. The object of Squareball is to capture your opponent's balls inside the triangle you will form by tossing your balls into a square. You score 3 points for each ball that is entirely inside your triangle. Sadly, you will not always capture all of your opponent's balls. Lucky for you, there are other ways to score.

1 pt to white for each black ball captured inside a V



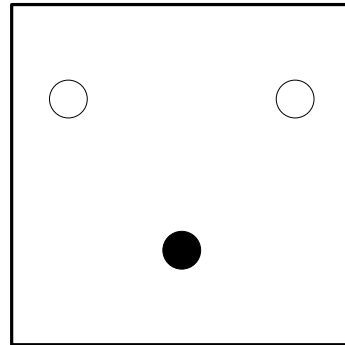
2. You score 1 point for each of your opponent's balls that you capture inside a V. Your opponent's ball must be entirely inside the V and outside of your triangle. Don't try to cheat by giving yourself an extra point for balls already captured in the triangle.

2 pts to white for each white ball escaping capture



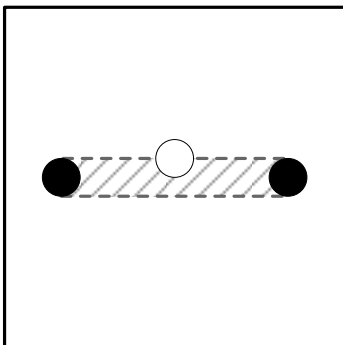
3. This is the most sneaky way to score! You may have noticed that you can make three distinct Vs with your balls. You score 2 points for each of your balls not captured by any of your opponent's Vs or triangle. You can score this way even if you only throw one ball in.

1 pt to white



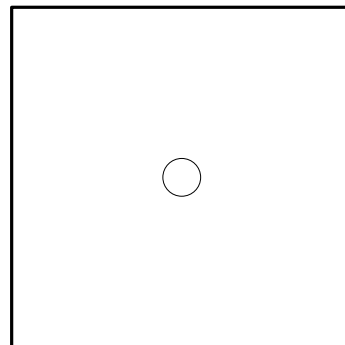
4. I can already hear you whining about how difficult it is to land a ball in a very large square that you're only standing 12 ft away from. Don't worry there are still ways to score. If you only land two balls in the square and your opponent only lands one ball in the square, you score 1 point.

2 pts to white



5. I lied. This is actually the most sneaky way to score. This rule is for the underdog. If your opponent has landed two balls in the square and you have only landed one ball in the square BUT it happens to be between your opponent's balls you score 2 points. Just be sure you have these rules when you try and collect your 2 points because no one will believe you.

1 pt to white for each white ball in the square



6. Lastly, and simply because no one wants to get stuck in a never-ending game of Squareball with someone who couldn't hit the broad side of a barn, if your opponent can't land a ball in the square to save his or her life you get 1 point for each of your balls in the square.