



This might be the world's best version of Beersbee. It's a fast-throwin', ego-checkin' slice of awesomeness that'll have you buzzed and bemused but never battered and bruised. Well...never say never. Right then - let's rip into it:

#### How to Set Up Bamboozit

Spear one of the bamboo poles into the ground. Walk out anywhere between 10 and 30 feet (as far as the least skilled player's aim can handle) and spear the other pole down. If you gotta hammer the poles in, use a rubber mallet and an old rag so as to not crack your bamboo. Tailgatin' on concrete or really hard earth? Buckets with rocks and sand are your answer.

One top of each of the poles, you're gonna want to balance one of the crocheted Latas (Spanish for can). But don't be no weak handshaking apologist - give it a good, firm squash down so it stays on the pole. Now you have your court.

#### Bamboozit

Play against a buddy or pair up in teams of 2. Like other things that are simple and satisfying, this game is played one handed. You'll need a drink in the other. Now you're ready for the tossing.

The basic premise is simple - take turns tossing that disc, trying to knock your opponents' Lata off its perch. You must throw from behind your own pole.

#### POINTS ARE SCORED AS FOLLOWS:

##### Offensive Team

- 1 Point - throw the Disc and hit the pole with enough force that the Lata is knocked off and hits the ground.
- 2 Points - Hit the Lata directly to send it tumbling to the earth. This is called a Dinger - and knocking one off the end of their pole has never felt better.

##### Defensive Team

Your whole goal in life is to catch the Disc (and the Lata if it's knocked off). No goaltending - catching the disc before it hits the pole or Lata.

##### The offense gets:

- 1 Point for a dropped disc
- 1 Point for a Lata that falls to the ground a on the pole hit
- 2 Points when the Lata falls to the ground on a Dinger.
- 0 Points when the defense catches both the disc and the Lata
- 3 Points is the max they can get, either with a missed disc + missed Dinger, or when the defense goaltends (auto 3 points).

The Defense scores a bonus 2 points when one player catches both the disc and the Lata in one hand.

This is a fast game. As soon as the shot is over, the other team shoots right away. Back and forth until 11 or 21 is obtained.

#### Basic Rules

- You must always have a drink in your hand.
- Spill any of that sweet angel juice on the floor - take a drink.
- Every throw has to be catchable. That means above knee height but not too high or wide. An uncatchable throw means the thrower drinks and no points are awarded.
- (Optional) Losing team has to skull 'em (A Aussie/Kiwi term for downing your drink).
- Defense stands at least 3 feet behind the pole until the disc strikes the pole or the Lata then you spring into action..
- Agree in advance how fast is too fast for the disc's throwing speed. This is a sophisticated sport so play with some dignity.
- (Pro rule) Belly, chest and other "backboard" catches where the disc hits body parts other than your hand first and you simply pin it to that body part are illegal and a point is awarded to the throwers.
- No using any part of your drinking arm.
- 1 on 1 variation - only you and your bud? No problem, play 1 on 1 and in this case, sadly, you'll need to set your drink down and play 2 handed.

#### Tips:

- The main thing for a team to master is division of labor - as in, who's got what? The Lata is more valuable so it's the main focus but a good teammate will competently cover their side of the pole.
- While concrete can be a reality for tailgating and urban play, grass, sand and dirt are preferred for diving catches.
- When wind is an issue, mash the Lata down a little harder to get it to stay in place on the pole.

#### Bamboozit Race

This is a two handed racing game. Each team is split into a shooter and catcher. Each team has one pole and the opponents take the other pole. The team's stand parallel to each other. Each shooter stands an agreed upon distance from their pole, with their catcher standing behind it. On 3, all players take a big chug and then set their drink down. The shooter throws until the catcher has caught both the Lata (that must be knocked off its post to count) and the disc (on the same throw). After each miss the catcher throws the disc back to the shooter to go again. Once the thrower knocks the Lata off and the catcher catches both the disc and the Lata, that team takes another swig and runs towards each other, handing off the Lata and the roles are reversed. The team where both catchers have succeeded first, wins that round. Play 3 games to 3 to win a set. Play as many sets as you can.

#### Guarantees and You wanna sell this?

The 2 Latas and MayaFlya disc are guaranteed for life, provided you don't feed them to your dog or leave them in the pool or sunlight for a month. They will endure abuse. The poles however are untreated and will breakdown. They are not guaranteed, but they are easy to replace locally. Want to form a league, harvest and process bamboo locally and/or sell this game? Hit us up at [Info@TaproomToys.com](mailto:Info@TaproomToys.com) to learn about our source local movement that we'd love to have you join. Thanks for doing your part!

#### Some Final Bamboozit Housekeeping:

- If you plan to drink alcohol while playing these games, remember - a glass of water after every round won't kill you. Please drink responsibly. You'll thank yourself in the morning.
- While feeling the glory of a simple win is great, it sure is even more intense with something on the table! Play for money or actions/items, of value to up the ante.
- Hand wash in a bowl or bucket of warm, soapy water and air dry.