

Arena Spectacular Presents:

Fanatic

A Thinking Gentleman's Super Game

(Official Rules)

I. Object

- The object of Fanatic is to score the most Pings by hitting Pigeons off a Rotator into objects around an Arena.

II. Players

- Each match shall have one (1) **Host**. The Host shall be the owner of the room in which the match is being played (henceforth referred to as **The Arena**). The Host's powers shall include, but are not limited to:
 1. Deciding the maximum number of players in the Arena
 2. Naming the Arena
 3. Determining the number of **Pings** needed for victory or total number of Rounds to be played
 4. Selecting the **Pigeons** to be used in the match
 5. Locating the **The Golden Snatch** and **The Cave of Satan**
- Each match shall have one (1) **Scorekeeper**. The position of Scorekeeper shall be given on a volunteer basis. If no player volunteers, it shall be the duty of the Host to appoint a Scorekeeper. The Scorekeeper shall record all Pings in a match.
- The player throwing the Pigeon shall be referred to as **The Tossers**.
- At the beginning of match play, players shall choose a sobriquet. Each sobriquet must be the name of a character from a relatively well-known action movie.

III. Gameplay

- The first Tossers shall be the player that won the most recent match. When no such winner is present or easily decided upon, the first Tossers shall be elected by the Host.
- A turn shall consist of one (1) Tossers throwing five (5) empty aluminum cans, or Pigeons. No more than one (1) Pigeon shall be thrown at a time.
- Each Round shall consist of one (1) turn by each player.
- Tossers are only allowed to throw Pigeons after the Scorekeeper has recorded the score for their previous throw. Any throw taken before the score has been recorded shall be counted as zero (0) Pings.

IV. Scoring

- Points, or **Pings** are earned by throwing Pigeons into a ceiling fan, or **Rotator**. The first collision of a Pigeon into the Rotator and the final collision of a Pigeon onto the floor, or **Wasteland**, shall not be counted as Pings.
- Only objects hit after the Rotator is hit shall count as Pings. Objects include but are not limited to:
 1. Walls
 2. Ceilings
 3. The Rotator (after the first hit)
 3. Furniture
 4. Bookcases
 5. Lamps
 6. Spectators
- If the Rotator is not hit, no Pings shall be awarded.
- If an opponent is hit with a Pigeon after it has hit the Rotator, the Tossers is awarded three (3) Pings. This hit is not counted as an additional object Ping. If an opponent is hit with a

Pigeon, but successfully throws it back into the rotator, all points for this round shall be awarded to the opponent. Only players currently competing in a match are considered opponents.

- If a Tosser is hit with a Pigeon he has thrown after it hits the Rotator, all points from that throw are negated and he loses one Ping, unless he is able to hit the can back into the Rotator, in which case he is awarded double whatever Pings would normally be awarded (including pings from the second Rotator hit).
- There shall be two (2) special provisional objects in every arena. They are the Golden Snatch and the Cave of Satan.
 1. The Golden Snatch is an object in the Arena defined by the Host that can be no larger than a Breadbox. If the Golden Snatch is hit by a Pigeon after hitting the Rotator, the scoring Tosser automatically wins the game.
 2. The Cave of Satan is an area of the Arena defined by the Host. If a Pigeon lands in the Cave of Satan, all points from that Pigeon's flight are negated.

V. Pigeons

- The first Pigeon to be thrown shall be **The Boner**. The Boner must be a larger Pigeon than the rest.
- Of the five Pigeons used in match play, two must be **Pabst Blue Ribbon**. These two Pigeons must be thrown one after another in succession. If this rule is violated, the offending Tosser shall be referred to as **The Jackass** for the rest of the match, and must fetch refreshments for other players at their will.
- Excepting the previous rule, Pigeon order shall be decided by each Tosser.
- Pigeons shall not be changed during a match unless they become severely damaged.

VI. Player Positions

- Each player shall take a certain position in The Arena. These positions shall be set at the beginning of the match, first come first serve, and can only be altered if all players agree.
- Players are allowed to stray from their position during regular play only when dodging oncoming Pigeons and in between Rounds.

VII. Winning

- A player shall be declared winner under two (2) circumstances:
 1. If at the end of a Round he is the only player with the required number of Pings set by the Host, or
 2. If he has the most Pings at the end of the final Round specified by the Host.
- If at the end of a Round, multiple players have reached the required number of Pings, the winner shall be the player with the most Pings in excess of the required number.
- In the event of a tie, the game shall go into one round of **Overtime**. At the end of this single regular Round, the winner shall be the player with the most total Pings.
- In the case of an overtime tie, the game shall be declared a **Boner-Off**. In a Boner-Off, the first player to hit their opponent with a Pigeon after first hitting the Rotator shall be declared victor.
- After a first place winner has been determined, the remaining players compete for second, third, fourth places, etc. If all players have met or exceeded the required number of Pings, second place shall go to the second highest scorer, third to the third highest, and so on. In the case of a tie, the same Overtime and Boner-Off rules apply.

VIII. Etiquette

- As thinking gentlemen, Fanatic's players are expected to behave accordingly. No douchebaggery.