Collect 100 points

Collect the most points in 5 minutes
(10 seconds max per turn.)

Collect the most chips in 3 minutes
(5 seconds max per turn.)

Collect 3 matching chips

If there is at least one white chip on the table you must capture it or you are out.

Collect the most points in 5 rounds of play

Collect 1 chip of each color

Knock a white chip off the table

Knock a chip on top of any chip
Convince one other player to say the words: “white”, “red”, “blue”, “green”, and “pink”. (You can do this over multiple turns.)

At least one other player makes a stack of at least 5 chips in his or her box.

Another player captures a chip that is the same color as the shooting chip, then you knock the same color chip off the table on your next turn.

Another player captures a chip that is the same color as the shooting chip, then you do the same on your next turn.

Collect exactly 42 points

Two chips get knocked off the table by the other players.

All players must have at least one chip of the same color in their box.

Your shooting chip hits another chip, and then that chip hits a third chip which falls off the table.
Turn Order

1. Take a chip from the bag.
2. Place it on the table with part of it off the edge.
3. Tap the chip (the “shooter”) onto the table
   a. If it is still partially off the table, hit it again.
   b. If it falls off the table give it to the next player to put in his or her box.
4. If you “knock” into another chip you score it into your box.
   a. If the knocked chip falls off the table, put it into the bag.
5. Repeat with next player.

Meta-Goal: Win the most Goal cards during the workshop.

Game Types

1. 100 Points
   a) Revealed
   b) Hidden

2. Timed
   a) Five Rounds
   b) Most Points
   c) Most Chips

3. Capture or die (negative goal)

4. Multi-goal
   a) Fixed set (white knock, set, on top, 1 each)
   b) Changing goal (replace random each min.)

5. Secret goals

6. Custom goals