

140x210mm正反面说明书

正面

5+
Years

43-363-559 / MA2301

**SLING HOCKEY -
REBOUND SHUFFLEBOARD**
2-in-1 WOODEN GAMES SET

Instructions

PARTS LIST

| | | |
|----|-----|----|
| | | |
| x1 | x10 | x8 |

MADE IN CHINA
CUSTOMER SERVICE:
 Kmart AU: 1800 124 125
 Kmart NZ: 0800 945 995
 Target AU: 1300 753 567

WARNING:
CHOKING HAZARD - Toy contains small parts and small balls. Not for children under 3 years.

WARNING: FOR SAFETY REASONS, REMOVE ALL TAGS, LABELS AND PLASTIC FASTENERS BEFORE GIVING THIS TOY TO YOUR CHILD.

241062a

反面

SLING HOCKEY / GAME RULES

Setup:

1. Rotate the 4 legs so the sling hockey board is elevated.
2. Place the 5 red and 5 blue coloured discs on opposite sides of the board.

Objective of the Game:
 Sling the discs through the round opening in the centre of the board until one player is able to get all 10 discs onto their opponent's half of the board at the same time.

Game Play:

1. Each player selects one side of the board to play on.
2. The players do a 3 second countdown then begin the game.
3. Using only 1 hand, both players pull the discs back on their elastic band then shoot the discs across to the other side.
4. Both players continue to launch their discs as quickly as possible, until one of the players is able to locate all 10 discs on the opponent's side. That player wins the round.

To Win:
 The first player to win 2 rounds is declared the winner.

REBOUND SHUFFLEBOARD / GAME RULES

Setup:

1. Rotate the 4 legs so the rebound shuffleboard board is elevated.
2. The 8 rebound rolling pucks are placed against the wall in the start area (the whitened out area at the front of the right side of the board).

Objective of the Game:
 Score points by sliding the rebound rolling pucks up the right side of the board, bouncing off the 2 elastic bands, and coming to rest in the numbered scoring areas on the left side of the board. Whichever player scores more total points with their 4 pucks wins the round.

Game Play & Rules:

1. Each player chooses a colour of rebound rolling puck. The younger player takes the first turn.
2. This player slides one puck from the start area, trying to have it come to rest in the numbered scoring area on the left side of the board.
3. Players must release the pucks from their hand by the border of the start area, marked by the green-dotted line.
4. No pucks are to be removed from the playing surface until the round is over.
5. Players continue to alternate taking turns sliding their pucks, until each player has used up all 4 pucks.
6. Any puck that goes off the playing surface is considered "out of play" until the end of the round, and receives no points.
7. After each player has used up all four of their pucks, the round is over and the scores are totalled.
8. Each puck in a score area or on a score line receives that point total. If the puck is touching a line between 2 scoring areas the score of the lower number is counted.
9. Players are allowed to knock their opponent's pucks into the "foul pit", to keep them from having point totals.
10. Any puck that goes into the foul pit area receives no points.
11. After the scores have been totalled, players remove all their pucks and start the next round. The winner from the previous round rolls first.

To win:
 The first player to win 2 rounds is declared the winner.

Foul Pit