

Contents :

- 1 Game Board
- 1 Spinner set
- 1 Hoopla set consisting of base, holder and 4 rings
- 1 Pendulum set consisting of pole base, pole, string weight and rotating peg for Skittles
- 1 Golfing green, 1 tee and 1 club
- 1 Pack of cards
- 1 Snooker set consisting of snooker table frame, 4 snooker base stands and snooker stick
- 7 Bowling pins (1 extra provided)
- 1 Dice
- 4 Tokens and 1 buffer for Rink game
- 4 Pawns
- 8 Balls (4 balls x 2 each colours)
 - For Snooker - you need 4 balls (1 of each colour)
 - For Bowling - you need 1 ball (any colour)
 - For Golf - you need 1 ball (any colour)
 - * Extra balls are provided

Objective of the game:

To be the first to reach the finish square having beaten other players in the different games.

Set up of the game:

- Remove the cardboard bits that been already cut on the game board.
- Remove all the plastic pieces from the runner frames.
- Assemble the setup for various games as shown in the figure below.

Golf : Place the golfing green and Tee in the space provided

Snooker : Place the Snooker Table top on the space marked as Snooker and keep 4 marbles at the centre.

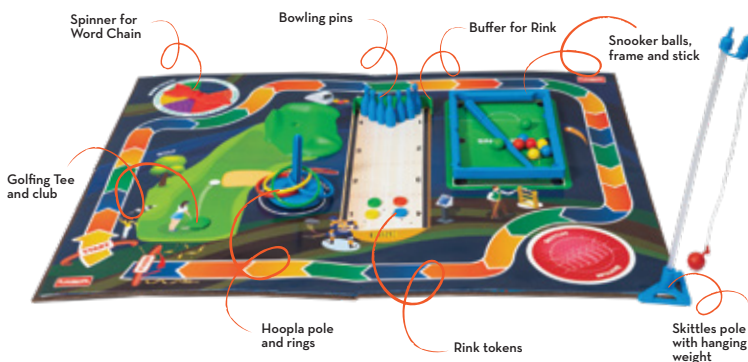
Skittles: Prepare the pendulum set up by tying the rope with weight on one end and the rotating peg at the other end while the base is fixed at one corner of the game board.

Rink : Place the buffer at any one end of the Rink area

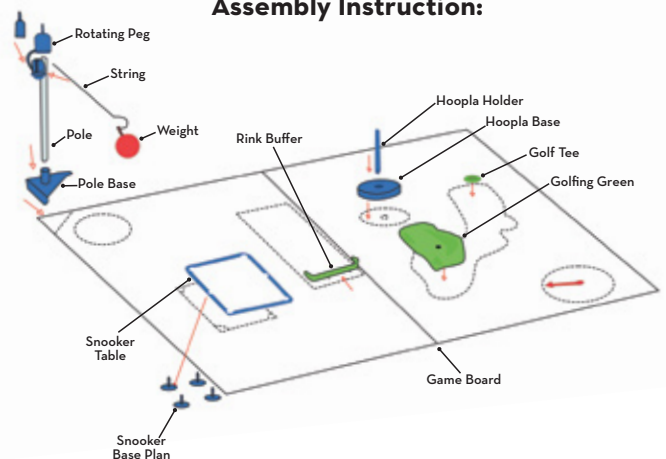
Hoopla : Fix the circular base at the circle drawn on the game board and insert the vertical post on to the base.

Word Chain : Fix the spinner on to the area provided (top let corner of the game board) by placing the peg under the circular spinner area of the game board. Push the peg upwards in such a way that the peg passes through the centre punched hole of the game board and locks on to the spinner arrow.

Game Board Setup :



Assembly Instruction:



The Gameplay:

The first round – let each player choose one of the four pawns given and place them on the START square. The youngest player starts the round by choosing any one of the 9 games. The other players participate in the game chosen by the first player. Points are given to each player as per the rules of each game. Each player advances his pawns by as many squares as the points scored by him. If there is a tie between 2 or more players for the first and second or third players place each scores the same number of points.

The following rounds - The game continues in a clockwise direction.

Rules for the 9 games :

1. SKITTLES : Place the six bowling pins inside the circle and turn the pendulum once to hit the pins. The player who overturns most number of pins gets 3 points while the second and third best players get 2 and 1 point respectively.

2. BOWLING : Place the buffer at one end of the RINK area and keep the 6 pins just in front on the buffer. Flick the bowling ball in the direction of the pins and remove the pins that have fallen down. Try once again so that each player gets 2 turns. The player who upsets most number of pins gets 3 points while the second and third best players gets 2 and 1 points respectively.

3. SNOOKER: Using the Snooker pole, try to hit marbles in any of the 6 slots provided within the Snooker board. Each player gets 3 turns. The player who hits most number of marbles into the slots gets 3 points while the second and third best players get 2 and 1 points respectively.

4. RINK: Place the buffer at the top of bottom end of the Rink play area. The play area is divided into 4 blocks and each block is given points 1, 2, 3 and 4 respectively. The player has to keep his hands outside the Rink play area and flicks tokens one by one into the play area. He gets score as per block in which the token lands. After he flicks all the four tokens, he can calculate the total score. The player does not get any score if the token lands outside the Rink play area or the border of the play area. The player with maximum score gets 3 points while the second and third players get 2 and 1 points respectively.

5. HOOPLA : By keeping his hands outside the game board, each player throws rings one by one towards the stand, so that the rings lands at the base. The player who correctly throws most number of rings gets 3 points while the second and third best players get 2 and 1 points respectively.

6. GOLF: Place the ball on the Tee and hit the ball with the club so that the ball lands on the hole provided on the Golfing green. Each player gets 3 swings. The player with most successful swings get 3 points while the second and third best players get 2 and 1 points respectively.

7. WORD CHAIN : Rotate the spinner and read out the category on which the arrow stops. The various categories given are: Animals, Flowers, Fruits, Vegetables, Cities and Countries. The first player draws an alphabet card at random and says a word beginning with the letter on the card in the category on which the arrow stops and also calls out the last letter of that word. The second player says a word with the last letter of the first player's word and the game goes on like this (ie) if the category is Animals, the first player's word is Cat then the second player's word may be Tiger, the third word may be Rat and so on. If any player cannot find a word, he withdraws from the round and others continue. The last player scores 3 points and the second and third best players score 2 and 1 respectively.

8. GAME OF 13 : Each player throws a dice as many times as decided to have total score that is less than or equal to 13. If the scores is more than 13, the player is eliminated. The player with a score which is closest to 13 gets 3 points while the second and third best players score 2 and 1 respectively. When the dice shows 6 it is not considered (only from 1-5 should be considered).

9. SCORE MORE : Each player will have 3 turns. Each player throws the dice 3 times and totals up the score (score of 6 should be considered as 0 only) At the end of 3 turns, the player with the highest score gets 3 points while the second and third best players score 2 and 1 respectively.

THE WINNER :

The player who is the first to reach the FINISH square wins the game. If two players tie on the FINISH square the player with the highest score in the last game played is the winner.