



Hook and Ring Toss Game

P/N 43359

Game Guide

Package Contents: •1x Wooden Game Board •13x Hooks •6x Black Plastic Rings •6x Red Plastic Rings •1x Game Guide

Number of Players: 2

Setup:

1. Hang the game board on a wall or other steady surface using the metal loop at the top of the board. The recommended height depends on the age of the players involved, as shown in the following table:

Age	Height
Up to and including 9 years	5 feet 6 inches
Up to and including 11 years	6 feet 6 inches
Up to and including 15 years	7 feet 6 inches
16 years and above	8 feet 6 inches



2. Screw the hooks into the board, ensuring that the open part of the hooks are at the top to allow the rings to catch.
3. Create a toss line (aka *oche*), behind which players must stand to make their throws. The distance is typically about 6~8 feet.

Rules of the Game:

1. Players toss rings at the board to determine who goes first. The player whose ring lands on the highest number starts first.
2. During their turns, the players toss up to 6 rings at the board. If all 6 rings catch, that player may toss one more ring. The score for that turn is the total of the value of all hooks with rings.
3. The winner is the first player to score EXACTLY 101 points. This must be exact, not over. If a ring lands on a hook that would cause the score to exceed 101, the value is subtracted from the current score, instead of added. For example, if a player has 95 points and lands a ring on 11, the value would exceed 101 points, so 11 is subtracted from the player's score, resulting in a new score of 84. Play continues until a player reaches EXACTLY 101 points.

Variations:

An infinite number of variations can be devised to match the amount of time required for each game and player age and/or experience. Following are a few examples:

Beginner 1: Players take turns tossing up to 6 rings per turn. The first player to score at least 50 points using the fewest number of rings wins the game.

Beginner 2: The player with the highest score after 3 turns of 6 tosses each (18 total tosses) wins the game.

Intermediate: Players take turns throwing a single ring at the board. The first player to reach 31 points wins the game.

Advanced: The goal is to hook numbers 1-13 in order. Players take turns tossing their 6 rings. If all 6 rings catch on the proper hooks in the proper order, that player may continue tossing their rings, until a ring misses or lands on the wrong hook, ending their turn. The first player to hook numbers 1-13 in order is the winner.