

SETTING UP THE GAME

AGES 3+ | 2-4 PLAYERS



- For this game we will use the tic tac toe side of the rug, 5 X discs, and 5 O discs. (5 of the black discs have X's printed on one side. 5 of the red discs have O's printed on one side).
- Place mat on a smooth flat surface.
- To determine who gets to go first, each player must simultaneously toss one disc toward the game board. The player who's disc lands closest to the center goes first.

HOW TO PLAY

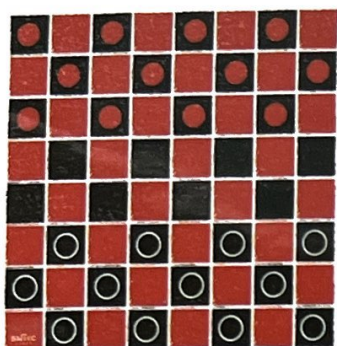
- Players must stand behind a designated line 3-10ft away (depending on skill level) and toss their disc into the desired squares. To avoid rolling and bouncing discs, it is recommended that you toss them by moving your arm straight up (not across in a frisbee like motion), and flick your wrists so the disc spins. This will ensure the disc stays flat and has little to no movement when it lands.
- If a disc lands partially off the game board, it will count for whichever square it is partially touching. If a disc lands in a spot where it touches more than 1 square it will count for whichever square more of the disc is in. Discs can not be knocked off by other discs. If a square already has a disc in it, when a new disc lands there the first disc counts. The new disc is removed from the board.
- Players take turns tossing 1 disc at a time attempting to get 3 of their discs in a row to win the game. Discs that miss the game board or bounce/roll off will remain there until all discs have been tossed. If all discs have been tossed but the game board is not full and no player has gotten 3 in a row, each player will toss one disc until either the game board is full or someone has gotten 3 in a row.
- Optional Tiebreaker: This only applies when the game board is full and no player has 3 in a row. Each player can remove one of their opponents pieces from a location that is blocking their potential 3 in a row and give it back to their opponent. This should leave the board with 2 open squares and each player with 2 in a row. Play resumes on whomever's turn it was next. Same rules apply. First to get 3 in a row wins. If the game board fills up again without a winner, repeat the same process until someone gets 3 in a row.

THE FIRST PLAYER TO GET 3 IN A ROW WINS!

Use & Care: Canvas board is weather and water resistant. If it gets wet or dirty, it can be cleaned in the washer and dryer on a cold gentle cycle.

SETTING UP THE GAME

AGES 6+ | 2-4 PLAY-



- Includes 1 canvas board and 24 EVA foam checkers discs.
- Place mat on a smooth flat surface.
- Place discs on dark squares as shown in image to begin game.
- Flip a coin to determine which player gets the first turn.

HOW TO PLAY

- Checkers may only move one diagonal space forward in the beginning of the game. If your checker is located in the diagonal space nearest to your opponent's checker, then you can jump and capture that checker by jumping over it. Once you capture the checker, you can take it off the board.
- If you have the opportunity to jump your opponent's checker, then you must do so. If you have the opportunity to jump your opponent's checker in multiple parts of the board, then you can choose which checkers you'd like to jump.
- If you're capturing a checker, you can still only move forward once. But if the new position you land in gives you a direct opportunity to capture another checker, then you must keep going until you can't capture any more of your opponent's checkers.
- King your checkers when they reach the end of your opponent's board by placing one of your own captured pieces on top of it. The king can move forward and backward. Kings can still only move one diagonal space at a time during a non-capture move. However, when a king is capturing checkers, it can move forward and backward on the same turn. Continue jumping and capturing your opponent's checkers until they are all removed from the board.

ONCE YOU HAVE CAPTURED ALL OF YOUR OPPONENT'S CHECKERS, YOU HAVE WON THE GAME! ALTERNATIVELY, YOU CAN ALSO WIN WHEN YOUR OPPONENT CAN'T MAKE ANY MORE MOVES.

**We Can Restore The Planet, Help Farmers,
And Have A Blast Doing It.**

They smile. We smile. #everybodywins

Splinter Woodworking Co. was born out of a garage in Delray Beach, FL in 2015. Originally a home woodshop, we have become one of the fastest-growing game companies in the US. Our passion for new games and designs led us to expand from wooden games to awesome games of any material.