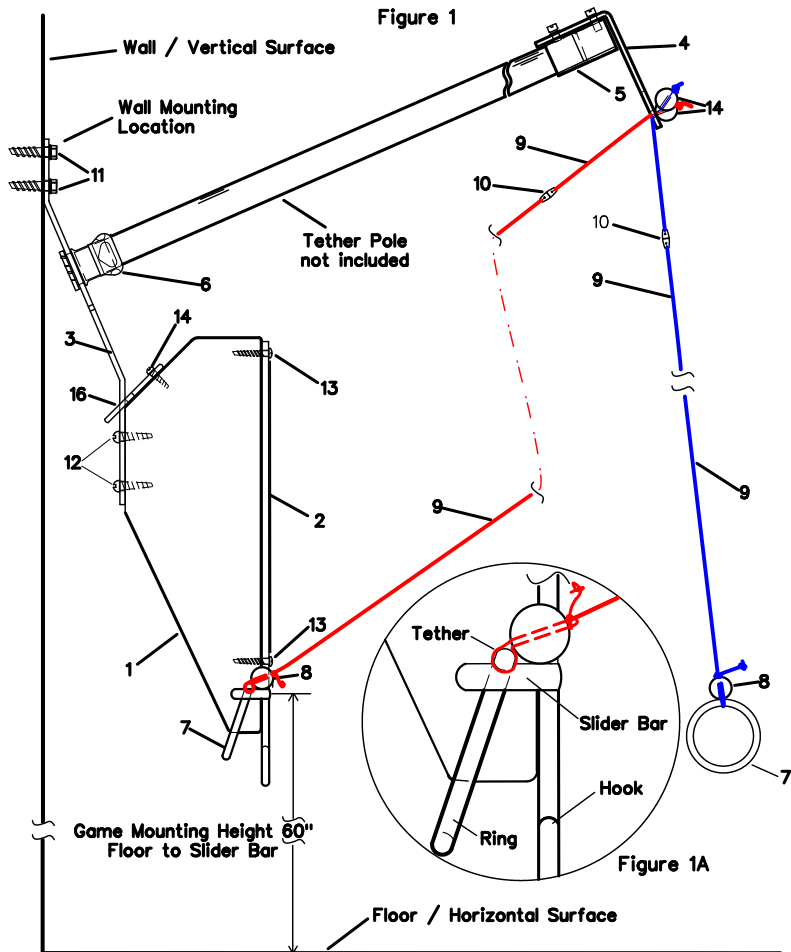


# Hook'n'Slide

## Game Assembly and Setup

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## Game Assembly and Setup

1. Attach the Target/Scoreboard [2] Game/Pole Bracket [3] and Game Backboard/Wall Protector [16] to Game Block [1] using screws as indicated.
2. Attach Pole Connector [6] to Game/Pole Bracket [3] as shown.
3. Mount the game as you assembled above to a wall or column using Game Mounting Screws [11] approx 60 inches above floor or ground as shown.
4. Assemble Tether Attachment Device [4] and Pole Top Coupling Device [5] and attach to the end of Tether Pole as shown, insert assembled tether pole in to Pole Connector [6] and tighten compression nut until pole is secure.
5. Assemble the 2 tether assemblies as shown, each consists of 2 segments separated by Safety Cord Breakaway [10]. Top segment should be 12-18 in long, pass one end of the tether thru the hole of Top Tether End Bead [14] and tie knot to secure, pass other end of top segment thru one half of cord breakaway [10] and secure with an end knot. Pass one end of lower segment tether thru hole of remaining half of cord breakaway and tie end knot to secure, then push and snap the cord breakaway pieces together.
6. To complete tether assembly first install the tether by inserting its Tether End Bead [14] thru the large hole of Tether Attachment Device [4] and down into one of its 4 slots securing the tether,
7. Next, to assure proper tether length refer to Figure 1A while completing tether. Pass remaining end of lower segment thru the hole of Tether Ring End Bead [8], then thru a Ring [7] and back thru Tether Ring End Bead [8]. Now, while holding ring and bead in position as shown in Figure 1A pull tether tight between ring and overhead Tether Attachment Device, tie one knot to the tether where it entered above the bead and tightened knot close to the bead hole. When completed the ring should hang at a slight angle with its bead squarely sitting on top of the slider bar as shown in Figure 1A.

## Game Play Rules

1. Decide who gets "first swing"
2. Players take turns to swing their ring towards the targets.
3. The scoring round begins when a player gets a Hook, a Slider or a Hanger, the player's opponent will then get one swing that will end the round, at which time all points scored are tallied and added to the scoreboard.
4. The last round winner gets next first swing and game continues as above.
5. Both players can score points in a round except when a player's hook, slider or hanger match other player's on the same (side) target in which case the points scores are cancelled.
6. A player with exactly 21 points at the end of a round wins! If both players have 21 pts the game ends in a tie.

## Game Parts List

- |   |                                   |
|---|-----------------------------------|
| [1] Game Block (1)                      | [2] Target/Scoreboard Device (1)  |
| [3] Game/Pole Bracket (1)               | [4] Tether Attachment Device (1)  |
| [5] Pole Top Coupling Device (1)        | [6] Pole Connector (1)            |
| [7] Ring (2)                            | [8] Tether Ring End Bead (2)      |
| [9] Tether Cords (2)                    | [10] Safety Cord Breakaway (2)    |
| [11] Game Mounting Screw (2)            | [12] Game/Pole Bracket Screw (2)  |
| [13] Target/Scoreboard Screw (2)        | [14] Top Tether End Bead (2)      |
| [15] Score Markers (2)                  | [16] Backboard/Wall Protector (1) |
| [17] Backboard/Wall Protector Screw (1) |                                   |