

# Hook and Ring Games

The objective of the hook and ring game is to get the ring onto the hook more times than the opponent and in less time.

## 2 Player

- Head-to-Head: Players begin playing at the same time. The first person to hook their ring then moves the wooden scorer one spot in the direction of their opponent. Players continue to play until the wooden scorer is no longer in one of the scoring slots on the opponent's side of the roof and the scorer is removed from the roof.
- First to Ten: Players take turns timing each other to see who can hook their ring 10 times. The fastest time wins!

## 4 Player

- Head-to-Head: Players begin playing at the same time. The first person to hook their ring then moves the wooden scorer one spot in the direction of their opponent. Players continue to play until the wooden scorer is no longer in one of the scoring slots on the opponent's side of the roof and the scorer is removed from the roof.
- First to Ten: Players take turns timing each other to see who can hook their ring 10 times. The fastest time wins!
- War: Players begin playing at the same time. When a player hooks their ring, they move their game piece into the next slot towards the middle of the roof. A player can only move one spot for every time they hook the ring. Once a player's game piece moves into the middle of the roof, they become King. As King, they can move their game piece in the direction of other player's section of the roof and if they move into a spot where another player's game piece is sitting, then the player that had their spot taken over is out of the game. The king continues to move around the roof until there are no other players. There can be multiple kings in a game at one time. The king can be killed if a player's game piece moves into the king's space. The last player on the roof wins and the war is over!