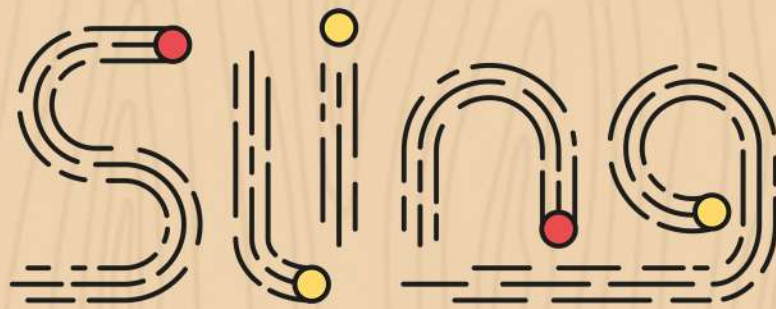


Woodestic



Game Rules

Sling is an extremely fast-paced arcade game where everyone gets into the spirit of competition, laughing while trying to win the game. Be the fastest, be the most accurate. There's no stopping in Sling, once the game starts there's no break. This two-person duel game can be played in several ways. Whether it's a fun shootout or a slower, more tactical way.

Who is Sling for?

For family, friends or anyone who likes fast and fun skill games.



Players
2



Age
4+



Time
5-15'

1. About the game

Goal

Sling is a fast-paced, hand-eye coordination duel game in which players aim to shoot all the discs into the opponent's zone as quickly as possible.

Contents of the box

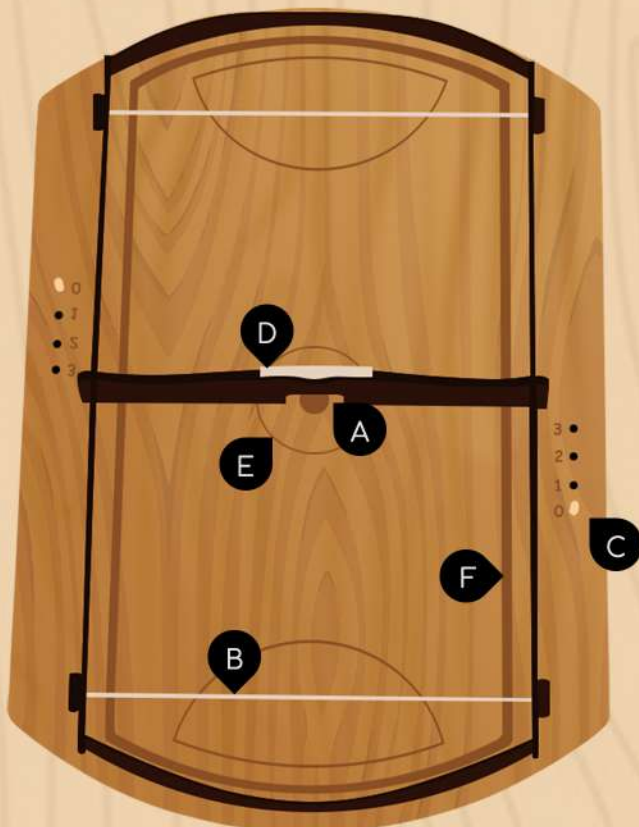
- 1 Sling game board
- 2 Sets of different coloured discs (7+1)
- 2 Scoring sticks
- 1 Plastic gate-closing card
- 1 Gliss powder (20g)
- 2 Spare rubbers
- 1 Game rules

2. Preparation

Place the game board on a table, then face each other.

On either side of the board are the scoring bars. Before the game starts, place the scoring sticks in the slots next to the 0 label.

Insert the gate-closing card into the slot above the goal, leaving the gate still free.



- | | |
|----------------|--------------------|
| A - Gate | D - Gate Closer |
| B - Rubber | E - Central circle |
| C - Scoreboard | F - Sidelane |

3. Basic rules

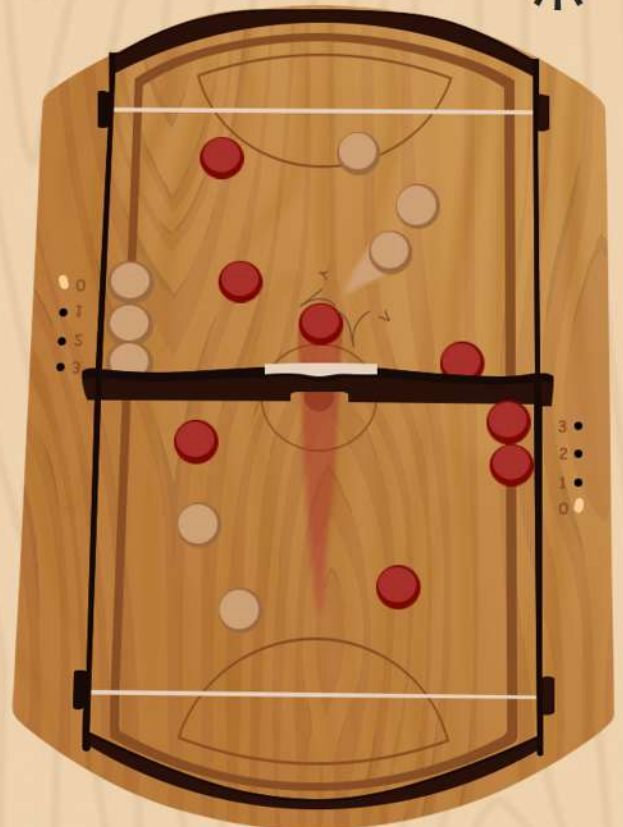
You can only use one of your hand while playing!

Pick one of each of the two colours, take them in your hand and release them over your opponent's side of the board.

Place one of the discs at the shooting rubber, pull it back and shoot it into the opponent's area. The only way to do this is to shoot the disc through the gate.

However, keep in mind that once the game starts there is no stopping, no waiting around, aim as accurately as possible and shoot faster!

The game starts with a fist bump!



When all the discs are in the opponent's half, the Gate Closer card above the gate must be swiped down. This marks your victory!



In the case where you swipe down the card, but your opponent manages to shoot a disc through, you lose. The other player then gets 1 point.

The game is played in rounds, the first player to collect 3 points wins.

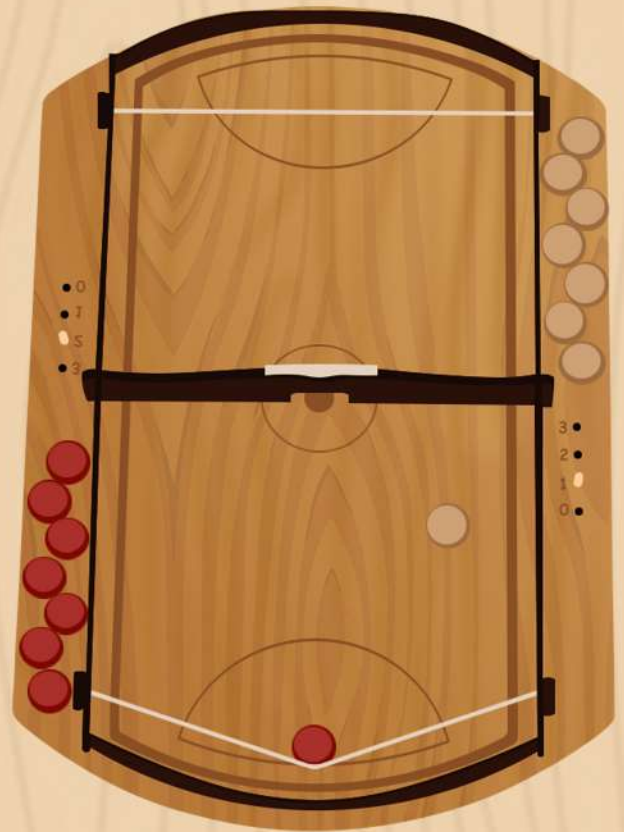
4. Game variations

Slow mode

If you want to play a slower game, or if you just want to take it easy, this is for you:

Rules

- Place the discs outside the playing area.
- The younger one starts the game.
- You'll shoot once with each disc, one after the other.
- Whoever has more discs left in the opponent's side wins the round and gets 1 point.
- In the case of a tie, you must replay that round.
- Whoever scores more points in 3 rounds wins.

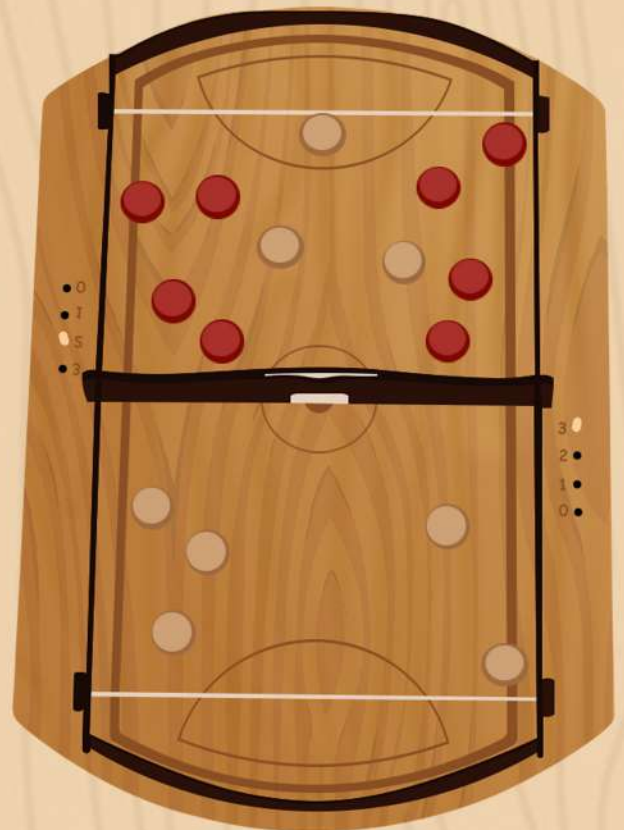


Quick match

If you like a fast-paced game and can keep your mind on other things, here's a game mode for you:

Rules

- You start the game in the same way as in the base game, but during the game you only need to shoot your own pucks into the other player's side.
- Of course you can also shoot back your opponent's discs!
- When you have shot through all your own discs, swipe down the gate card.
- Each win is worth 1 point.
- If your opponent manages to shoot back one of your discs before the card is swiped down, you lose the round. The other player then gets 1 point.
- The first player to score 3 points wins.



Custom game

In addition to the two game variations mentioned above, feel free to invent your own rules, mixing and matching existing ones. You can even send us your own rules.

More information on the back page!

4. Frequently asked questions

What should you do if a disc bounces off the table?

If the disc falls out of play, the person who is closest to the disc must IMMEDIATELY pick it up and place it on one of the sidelines in his own zone. However, the game does not stop in the meantime.
- Ideal opportunity to shoot a few potty discs, isn't it?.

Intentionally don't shoot discs out of the board!

How can we move the discs?

You can only touch the discs in your own side of the board. The discs should not be lifted during play, but slid on the board. The only place you may not move the discs by hand is into the centre circle, but you can take them out of it.

Can we shoot with more than one disc at a time?

Yes, although the chances of at least one of them going through the gate are low, but you can still try.

Mit tegyük, ha egy korong a lövőgumi mögé kerül?

Only in this case should discs be lifted off the play area. Put the disc on a sideline on your side of the board.

What do we do if the shooting rubber tears?

In this rare case, stop the game. Remove the torn rubber from its mounting and replace it with a new one. Then the round must be repeated.

Have you invented a new way to play and want to share it with others?

All you have to do is email us at hello@cogitategames.hu and we'll add it to the game rules. And your name will be listed as the developers of the game!

Let the game begin!

DEVELOPERS:

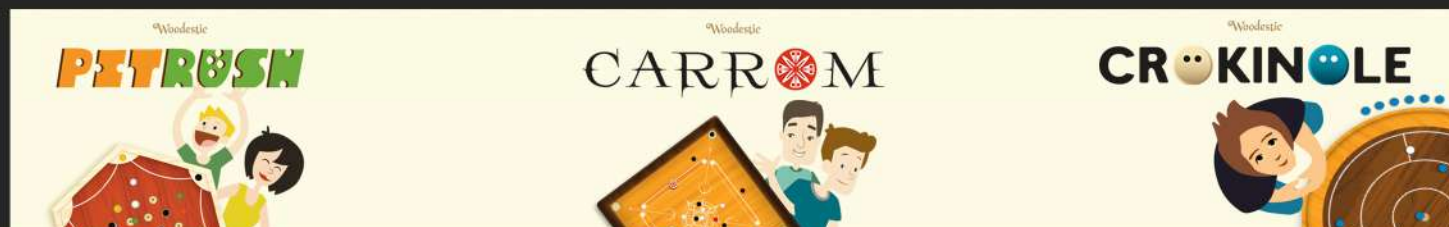
Karcagi Péter, Karcagi Enikő, Erdősi Péter, Harazin Tibor,
Milinszki Ibolya, Faragó Zsófia

*

Design and illustrations: Pék Norbert, Karcagi Klára

CHECK OUT OUR OTHER GAMES:

WWW.WOODESTIC.EU



Storage and maintenance of the board

When not in use, store the board in a dry place at room temperature! Excessive humidity may cause the board to sag or warp. • If the board is exposed to water, wipe it off with a dry soft cloth as soon as possible, as water absorbed into the wood can cause the board to sag or warp. • Do not expose the board to hot sun, as high temperatures can cause the surface varnish to crack! • Do not use an open flame near the board! • Do not place any foreign, sharp objects on the surface of the board, except for the wooden discs belonging to it! • Use only the appropriate Gliss Powder on the board, as other powders may scratch the surface of the board! • If the board gets dusty or dirty, wipe it with a damp (not wet) cloth! Do not use aggressive cleaning products! • The distributor shall not be liable for any damage to the board and its accessories resulting from improper use! • The product contains no substances harmful to health! Please keep this leaflet!



Attention! The game is not suitable for children under the age of 3 because it contains small parts that can cause choking if swallowed!



Manufacturer: Cogitate Games Kft.
5008 Szolnok, Ménes str. 6.
E-mail: hello@cogitategames.hu
Phone: +36-30-2-444-111
Place of origin: Hungary



Woodestic™
www.woodestic.hu